FOR THE OWNERS OF
APPLE • ATARI • C-64 • IBM

STRATEGY/ADVENTURE/ACTION

COMPUTER GAMING WORLD

JUN-JUL 85/VOL 5.3 $2.95

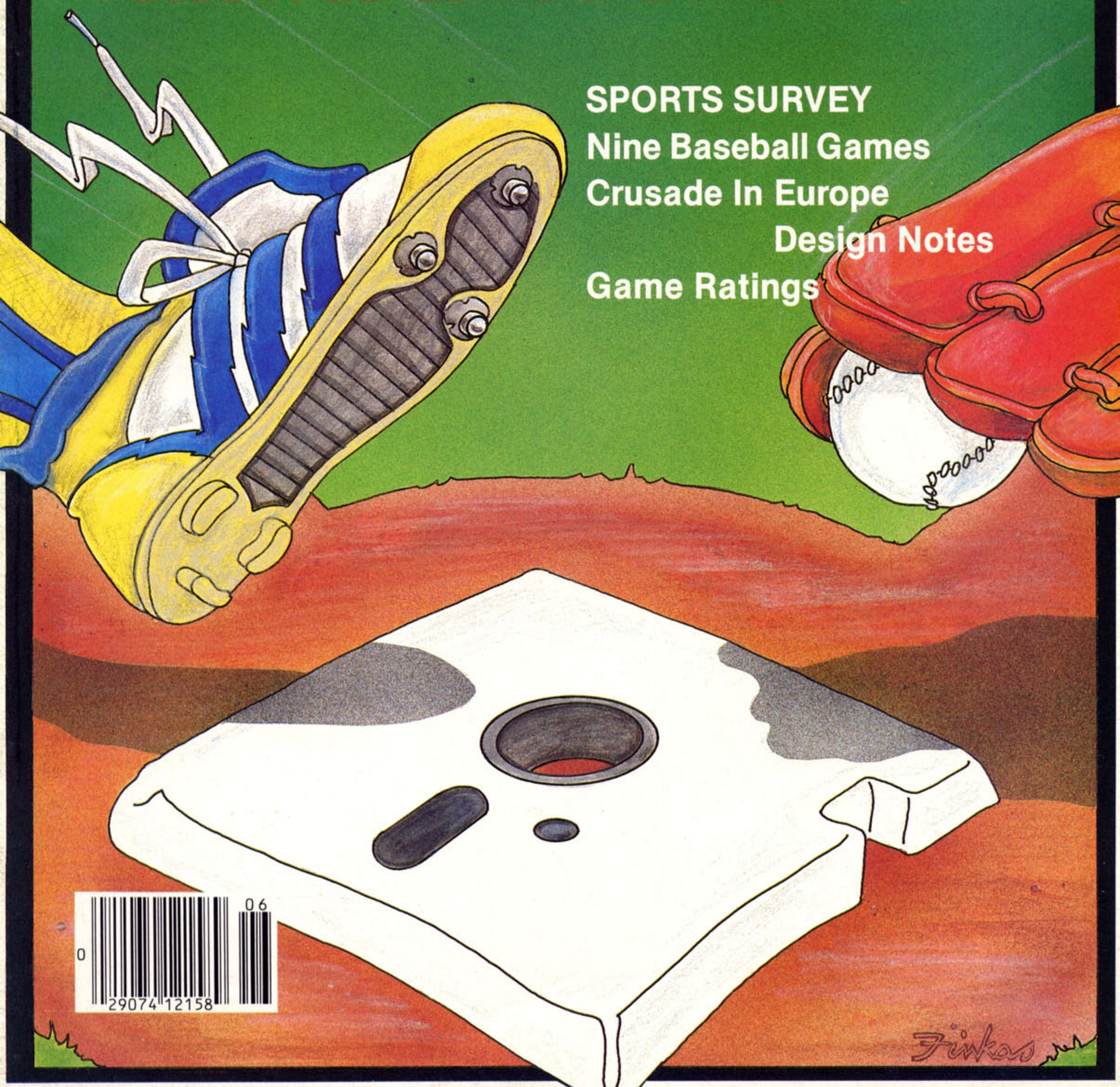
"THE JOURNAL OF COMPUTER GAMING"

SPORTS SURVEY

Nine Baseball Games

Crusade In Europe Design Notes

Game Ratings



0 29074 12158 06

MORE SSI WARGAMES COMING YOUR WAY.



BREAKTHROUGH IN THE ARDENNES™ is truly one of the finest simulations of the Battle of the Bulge. As battle commander, you can build up or break down regiments and divisions, allocate corps artillery, conduct airstrikes, move and fortify units, and change unit mode. You supply your troops along the extensive road network of the Ardennes. APPLE[1], ATARI[2], C-64[3]. $59.95.



KAMPFGRUPPE™ a grand-tactical advanced game, re-enacts armored warfare of the Eastern Front (1941-45). Hit probabilities and ratings are provided for practically every tank, tank destroyer, assault gun, anti-tank gun, & self-propelled artillery. Other highlights include HQ command control and a simple line-of-sight feature. APPLE[1], ATARI[2], C-64[3]. $59.95.



In FIELD OF FIRE™ you lead the legendary Easy Company of the 1st Infantry Division across North Africa and Europe in eight of their historical battles. Dividing your company into 6-men fireteam units, you'll direct a night raid and the storming of Omaha Beach on D-Day! Three levels of difficulty are provided. ATARI[2], C-64[3]. $39.95.



In September 1944, Montgomery launched a massive airborne/ground assault to cross the great rivers of Holland into Germany. Historically, the operation failed. But our OPERATION MARKET GARDEN™ is a gaming success. From the authors of the award-winning "Knights of the Desert"™. Contains both Advanced and Intermediate Games. APPLE[1], ATARI[2], C-64[3]. $49.95.



"Reforger" refers to the annual NATO exercise designed to test its ability to transport reinforcements from the U.S. to West Germany in the event of a Soviet invasion. REFORGER '88™, a grand-tactical game of incredible resolution, chooses the Fulda Gap as the focal point of attack. APPLE[1], ATARI[2]. $59.95.



Imagine an expanse of 50 star systems. As master of a planet, you command a fleet of starships of your own design. Send forth your legion to conquer new planets in your bid for ultimate power. Just as Julius Caesar once forged the Roman Empire, you can control the stars and create . . . the IMPERIUM GALACTUM™! APPLE[1], ATARI[2], C-64[3]. $39.95.

[1] On 48K diskette for the Apple II with Applesoft ROM, Apple II+, IIe, and IIc.
[2] On 48K diskette for Atari Home Computers.
[3] On 64K diskette for the Commodore 64.

[1] APPLE is a registered trademark of Apple Computer, Inc.
[2] ATARI is a registered trademark of Atari, Inc.
[3] C-64 (Commodore 64) is a trademark of Commodore Electronics, Ltd.

SSI™

If there are no convenient stores near you, VISA & M/C holders can order directly by calling **800-227-1617, ext. 335 (toll free)**. In California, call 800-772-3545, ext. 335. Please specify computer format, and add $2.00 for shipping and handling.

To order by mail, send your check to: STRATEGIC SIMULATIONS, INC., 883 Stierlin Road, Bldg. A-200, Mountain View, CA 94043. (California residents, add 7% sales tax.) All our games carry a "14-day satisfaction or your money back" guarantee.

WRITE FOR A FREE COLOR CATALOG OF ALL OUR GAMES.

MENU

Vol. 5 No. 3 June-July 1985

COMPUTER GAMING WORLD (ISSN 0744-6667) is published six times per year by Golden Empire Publications, Inc., 1337 North Merona St., Anaheim, CA 92805. Second Class Postage Paid at Anaheim, CA 92803.

POSTMASTER: Send address changes to Computer Gaming World, P.O. Box 4566, Anaheim, CA 92803-4566.

COMPUTER GAMING WORLD is available at computer, book, and game stores; and through subscriptions. The subscription rate for one year (six issues) is $13.50. Canadian subscriptions add $5.00. Outside of United States and Canada add $16.50 (Foreign air). All payments must be in U.S. dollars, made by check drawn on a U.S. Bank, Visa Card, Master Card, or money order.

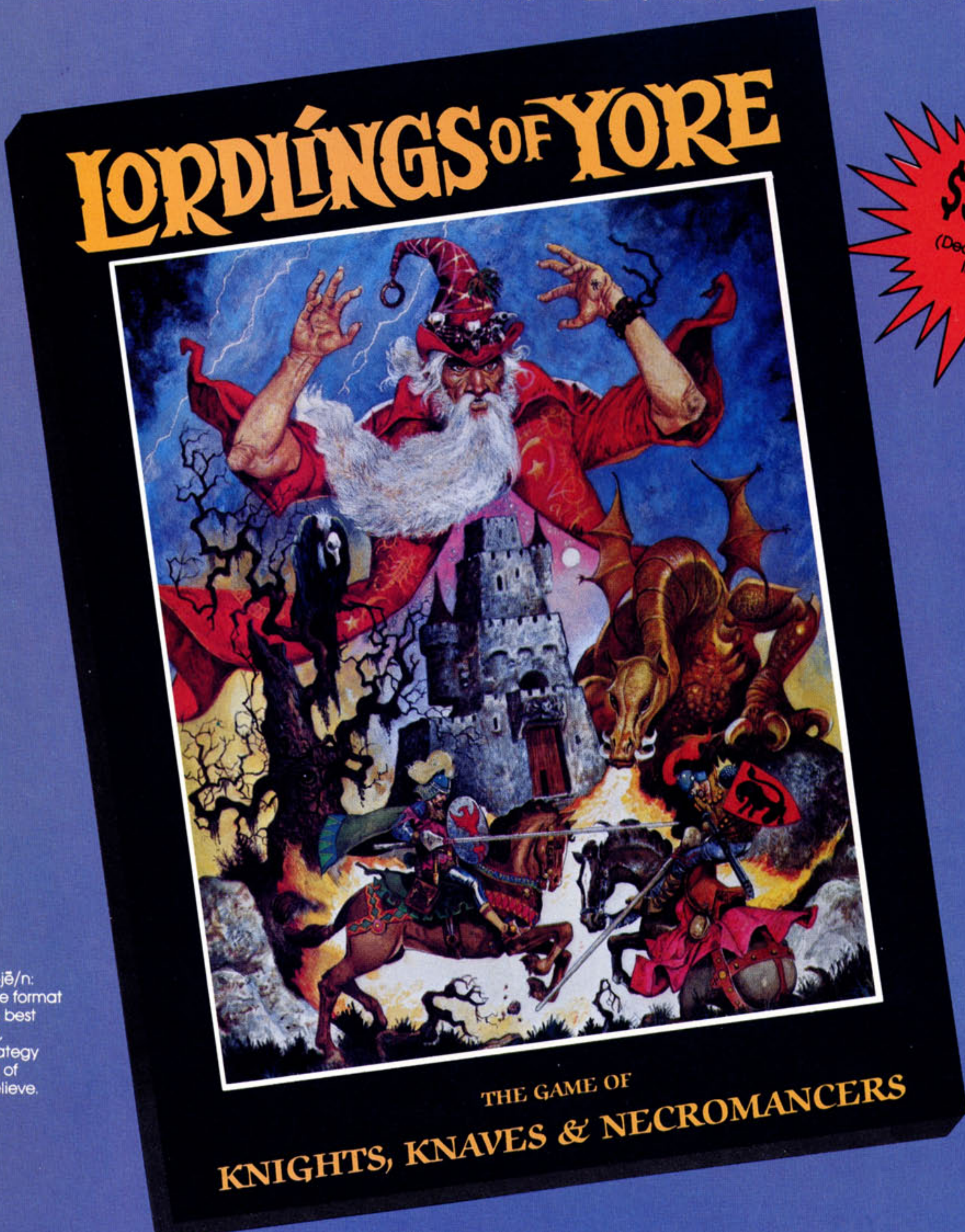
Psalm 9: 1-2
Compuserve: 76703,622
Source: TCL920
Editorial office: 714-535-4435

Advertisers List is on page 9.

FEATURES

DEPARTMENTS

IT'S HERE! THE ULTIMATE 'FANTEGY'* COMPUTER GAME!



$39.95
(Dealer Inquiries Invited)

*Fan-te-gy/'fan-te-jē/n: A totally new game format that combines the best features of fantasy, adventure and strategy gaming in a world of historical make-believe.

Hi-res full-color graphics, sound, and animation are utilized in this unique new computer game to produce one of the most challenging player-vs-player or player-vs-computer concepts available anywhere. Realistic combat, hidden movement, limited knowledge of enemy action and many other features make this game a "must" for those who seek a real test of their skill and ingenuity. Why wait? Order today and become a dedicated member of the LORDLINGS OF YORE "round table".

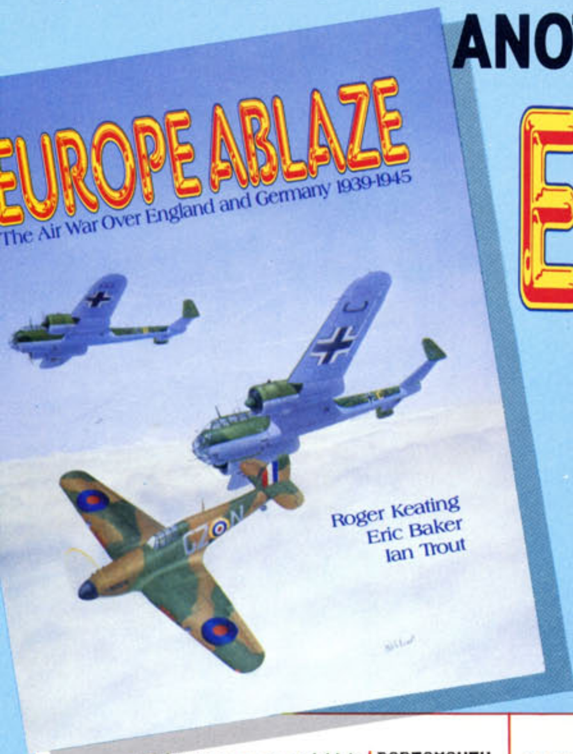
Available now for Apple series, IBM & C-64 versions coming soon. IBM, Apple & C-64 are registered trademarks of International Business Machines Corp., Apple Computers, Inc., and Commodore Business Machines, Inc., respectively.

Softlore Corporation

40 NE Loop 410, Suite 615, San Antonio, TX 78216
(512) 691-2800

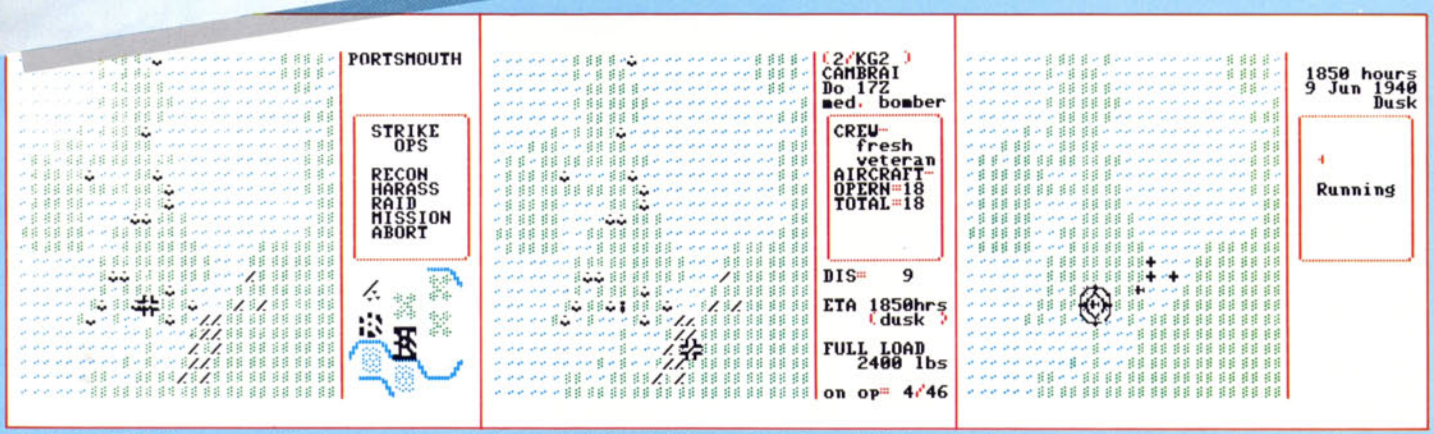
Circle Reader Service #2

STRATEGIC STUDIES GROUP INVITE YOU TO ENJOY ANOTHER FINE HISTORICAL SIMULATION



EUROPE ABLAZE

THE AIR WAR OVER ENGLAND AND GERMANY 1939-1945...



EUROPE ABLAZE is a complete game system designed to bring to life the vital struggle in the air which raged over Europe for almost five years.

Three major scenarios, selected from the various phases of the war, are presented to simulate the changing fortunes of battle as Britain, at first beleaguered by an overwhelming Luftwaffe, finally becomes the bastion from which American and British bombing forces wreak havoc upon the German war machine.

Each scenario offers up to six command positions per side, any or all of which may be computer controlled. The player takes the roll of C in C (Air Forces) and/or up to five subordinate commands. The result is an entertaining and rewarding experience for either solitaire or group play.

Major bombing missions are planned twice per day (daylight ops at midnight, night ops at noon) and require target selection, course plotting, speed and H hour determination and finally squadron allocation. Other operations available to strike aircraft include harassment, raid, and recon missions.

Fighter aircraft perform intercept and patrol (both standing patrols and intruder patrols) ops in response to ground and radar sightings. These ops can be launched at any time.

Targets range from city centres (population, industry, communications and port facilities) to radar stations, airfields and shipping lanes.

The weather routines have been carefully integrated into the game system and such occurrences as storm fronts, ground fog and moonlight are certain to frustrate the would-be mission controller.

Each air commander is blessed (or cursed) with a comprehensive doctrine which may restrict his target selection, limit his escort allocation and/or determine the combat actions of his air formations. Sometimes it's not just the enemy which must be overcome, but also your own higher command.

The depth and detail of this carefully researched simulation is made possible solely through the machine code programming skills of Roger Keating and his unique talent for squeezing out the last ounce of R.A.M. The game features superb hi-res graphics and a very user friendly order structure.

And furthermore... we have provided the creative gamer and historian with a complete ***game design kit.***

This exceptional tool will allow you to create your own scenario variants as well as designing original campaigns. To explain their use, the design routines are illustrated with an entirely new scenario recreating the operations of the US 15th Air Force from Italy in May 1944.

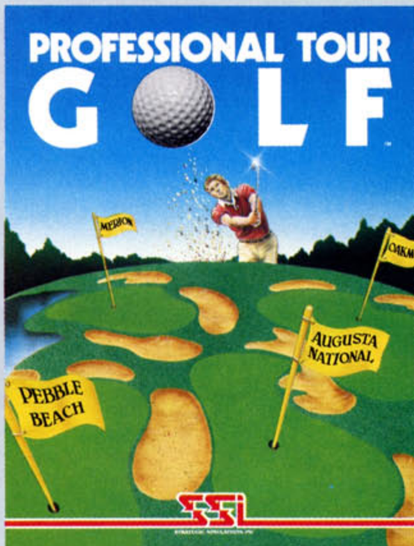
AVAILABLE JULY 1985 FOR THE **APPLE II FAMILY (64K)** AND AUGUST 1985 FOR THE **COMMODORE 64.**

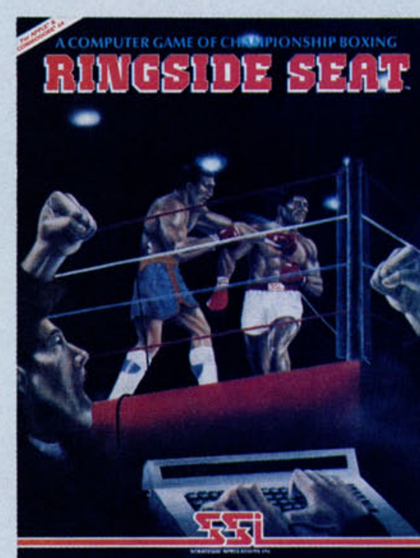
Only $50.00 at all good software and game retailers or direct from Strategic Studies Group, 336 Pitt St, Sydney. 2000. Australia. (02) 264-7560. Customers in the United States can send their cheque or money order to: SSG (US), 1747 Orleans Ct, Walnut Creek. CA. 94598.

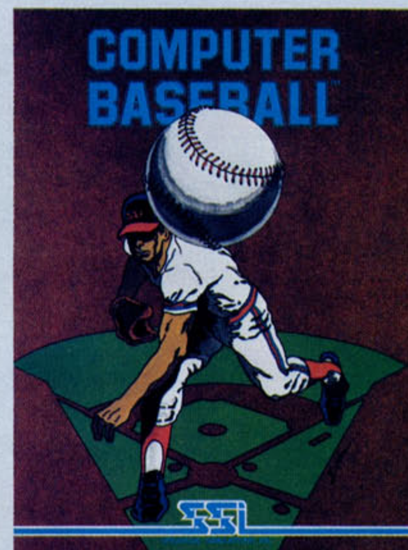
If you've ever dreamed of playing the pro-tour golf circuit on the world's finest courses...

Or fantasized about getting ringside seats to all the championship fights in history...

Or drooled over the prospect of managing the best pro baseball teams of all time...

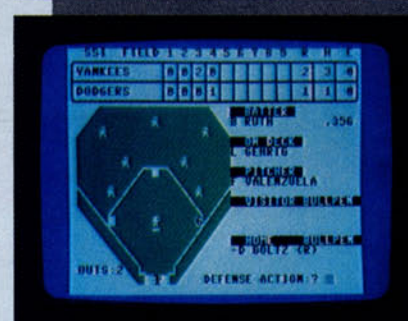












We've just answered all your hopes and wishes!

And SSI's 14-day "satisfaction or your money back" guarantee makes sure our games will help make your dreams of sports glory come true. In fact, the only way they won't is if you don't hurry to your nearest computer/software or game store and get these fine strategy sports games today.

For the APPLE® and COMMODORE 64™:

These games ($39.95 each) come on mini floppy disk for the APPLE® II with Applesoft ROM Card, Apple II Plus, Apple IIe, or Apple III.

Also on disk for the Commodore 64.™

Apple is a registered trademark of Apple Computer Inc.

Commodore 64 is a trademark of Commodore Electronics, Ltd.

STRATEGIC SIMULATIONS INC

If there are no convenient stores near you, VISA & Mastercard holders can order direct by calling **800-227-1617, ext. 335 (toll free).** In California, call 800-772-3545, ext. 335. To order by mail, send your check to: Strategic Simulations Inc, 883 Stierlin Road, Bldg. A-200, Mountain View, CA 94043. (California residents, add 6.5% sales tax.) Please specify computer format.

WRITE FOR A FREE COLOR CATALOG OF ALL OUR GAMES.

CLOSE ENCOUNTERS OF THE FANTASY KIND



QUESTRON™ *A role-playing game so spell-binding, it suspends reality and conjures up an enchanted world whose only hope against the forces of evil is you.*

GEMSTONE WARRIOR™ *A lightning-fast action strategy game that will leave you breathless with excitement as it takes you through the labyrinths of the Netherworld on a noble quest.*

Open them up and step through the gateway to your fantasies come true. At your local computer/software or game store today.

QUESTRON™ is available on 48K diskette for APPLE® II with Applesoft ROM, Apple II+, IIe, and IIc (**$49.95**). On 40K diskette for ATARI® home computers (**$49.95**). On 64K diskette for COMMODORE 64™ (**$39.95**).

GEMSTONE WARRIOR™ is available on 48K diskette for APPLE® II with Applesoft ROM, Apple II+, IIe, and IIc (**$34.95**). Also on 64K diskette for COMMODORE 64™ (**$34.95**).

SSI™

If there are no convenient stores near you, VISA & M/C holders can order direct by calling **800-227-1617, ext. 335 (toll free)**. In California, 800-772-3545, ext. 335. Please specify computer format and add $2.00 for shipping and handling.

To order by mail, send your check to: STRATEGIC SIMULATIONS INC, 883 Stierlin Road, Bldg. A-200, Mountain View, CA 94043. (California residents, add 7% sales tax.) All our games carry a "14-day satisfaction or your money back" guarantee.

WRITE FOR A FREE COLOR CATALOG OF ALL OUR GAMES.

Fly the unfriendly skies.



3D, scrolling flight simulation w. air-air & air-ground combat.

On-board computer, working gauges & 3 weapon systems.

3 skill levels, 15 scenarios, long-playing strategic depth.

You're in the cockpit of a dream machine—a bad dream for the poor sap whose tail you're waxing. You stick a silver bird up his exhaust and wince as he blossoms into fire. And then you rain down like pestilence upon the grunts in the tanks.

Skyfox. It's the fastest-selling EA game in history. It has the most awesome, high-speed animation you've ever seen on your computer. It's played to rave reviews in every magazine. And it's yours—at your retailer—or direct from EA at (800) 227-6703 with a 14-day satisfaction or money-back guarantee.

SKYFOX™

from ELECTRONIC ARTS™

ORDERING INFORMATION & MACHINE AVAILABILITY: Visit your retailer or call (800) 227-6703 (in CA call (800) 632-7979) for VISA or MasterCard orders. To purchase by mail, send check or money order to Electronic Arts, P.O. Box 306, Half Moon Bay, CA 94019. Add $3 for insured shipping & handling. Indicate machine verson desired. Allow 1-4 weeks for delivery. Apple II family available now at $39.95. C-64 available now at $34.95. For a copy of our complete catalogue and direct order form, send 50¢ and a stamped, self-addressed envelope to Electronic Arts, 2755 Campus Drive, San Mateo, CA 94403.

Circle Reader Service #6

TAKE A LOOK AT THIS...

FREE INFORMATION SERVICE



Free! Quick! No Obligation!

Let us forward your request for further information you'd like to receive on any number of products or services mentioned or advertised in this issue of *Computer Gaming World.*

1 Clearly print/type your name/company address on *one of the attached reply cards.*

2 Circle the number(s) on that card correspond to the number(s) you'll find at the bottom of the ad(s)/articles(s) about which you'd like to learn more. (You'll also find these key numbers on advertised products in this issue's Advertiser's Index.)

3 Stamp and mail the card. The sooner it's sent, the quicker you'll get the literature you're after.



Why not take this opportunity to subscribe to *Computer Gaming World?* A subscription card can be found facing page 40.

NOBODY WINS 4TH ANNUAL CGW ROBOTWAR TOURNAMENT

After 330 battles in the 4th Annual CGW Robotwar Tournament Nobody won! That's right, you heard me... Nobody won! Congratulations go out to Newman Lowe of Salinas CA, designer of the winning robot named NOBODY.

Newman's robot emerged from the twelve robot field to score 121 points in the five-robot fifty-battle finals. The other finalists were SAMAURI (Donald Cole, Randallstown MD), SEEKER (Frank Krogh, N.Hollywood CA), MUSTANG5 (Stanley Chen, Bridgeport CT), and RAVEN (Joel Fradin, Ownings Mills MD). All robots participated in a five-round round-robin. The top five robots fought it out in a 50 battle finals. Robotwar is a trademark of Muse Software.

ADVERTISERS

TAKING A PEEK

Avalon Hill Game Co.
4517 Harford Rd.
Baltimore, MD 21214
301-254-5300

MAXWELL MANOR: Glurks, Sprigles and Wigglers are the denizens of the haunted house known as Maxwell Manor. This is a fairly standard adventure game with treasures, weapons, rooms, creatures, etc. The game permits many variations. Nine skill levels. Atari. C-64.

Circle Reader Service #9

Avant-Garde Publishing
37B Commercial Blvd.
Novato, CA 94947
415-883-6306

DAVE WINFIELD'S BATTER UP: Actually a package of three seperate items. First is Dave Winfield's book, Batter Up - The Act of Hitting. Next is a software tutorial on hitting. The third piece is Slugfest, a batting challenge game. The book and tutorial teach basic hitting techniques. The arcade game portion you must hit a variety of pitches by chosing whether to swing high, medium, or low. This product is much different than the other eight computerized baseball programs reviewed in this issue. Apple. C-64. IBM-pc & Jr. $39.95

Circle Reader Service #10

Brainpower, Inc.
24009 Ventura Blvd
Calabasas, CA 91302
818-884-6911

THINK FAST: Is a tool to aid in the analysis and development of memory skills. It employs exercises designed to strengthen one's memory for numeric/verbal (left brain) and abstract (right brain). Apple. Mac. $39.95.

Circle Reader Service #11

Broderbund Software
17 Paul Drive
San Rafael, CA 94903
415-479-1170

WHERE IN THE WORLD IS CARMEN SANDIEGO?: A mystery game where players try to outwit a gang of international thieves headed by Carmen Sandiego. A combination graphic adventure, trivia game, mystery and arcade animation. One novel twist is that a copy of the World Almanac is included with the game as a source for deciphering clues. $39.95.

Circle Reader Service #12

Data Trek
621 Second Street
Encinitas, CA 92024
619-436-5055

WILLY BYTE IN THE DIGITAL DIMENSION: A fast paced game that takes you inside your computer for a close-up look at its inner workings. Your mission is guide a coded message from the Keyboard Room to the RAM and then to the Disk Drive Room. The graphics are spectacular and with the Mockingbird option you can even have stereo music and speech. But, watch out for Willy's archenemy, Hex Luthor. Apple. $39.95.

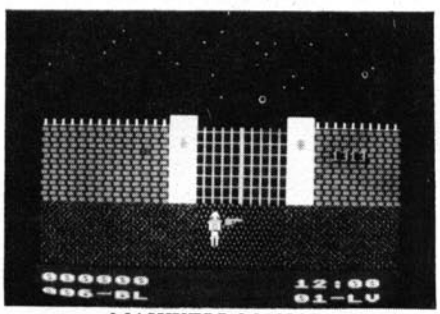
Circle Reader Service #13

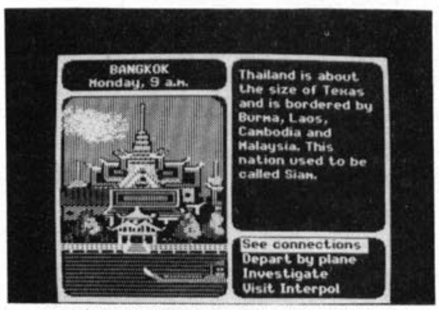
Electronic Arts
2755 Campus Drive
San Mateo, CA 94403
415-572-ARTS

MAIL ORDER MONSTERS: Excellent graphics, a sense of humor, a challenge to play. Be the first kid on your block to build your own a flesh eating house plant (the Carnifern). Choose from 12 different monster stocks, 20 enhancements, 15 weapons, 6 defenses, etc. Test your creation against supplied baddies or against other owner's models. If you liked Crush, Crumble & Chomp (a Jon Freeman design) you will find this a worthy descendant. C-64.

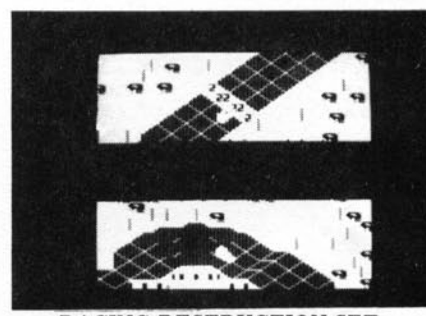
Circle #14

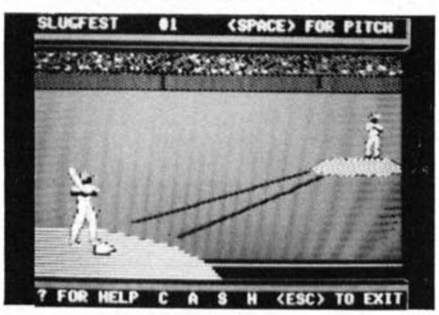
RACING DESTRUCTION SET: A split-screen, computer slot car racing set for two players. Similar in nature to the other "construction" sets by EA (Pinball, Music and Adventure Construction). In this one you pick and customize your vehicle, build a


MAXWELL MANOR

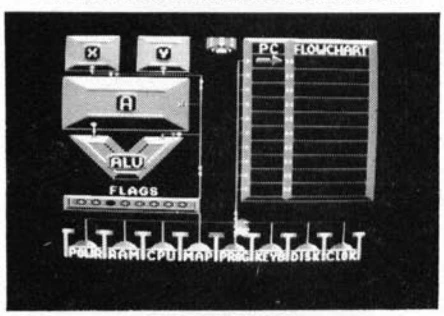


WHERE IS CARMEN SANDIEGO?

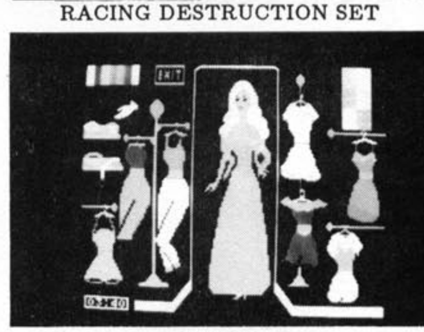

RACING DESTRUCTION SET



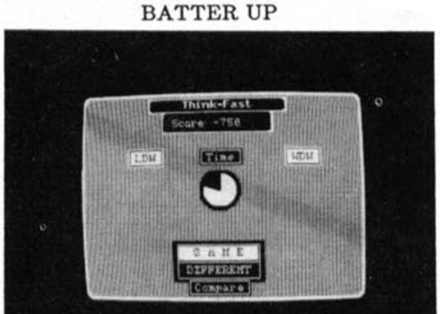
BATTER UP



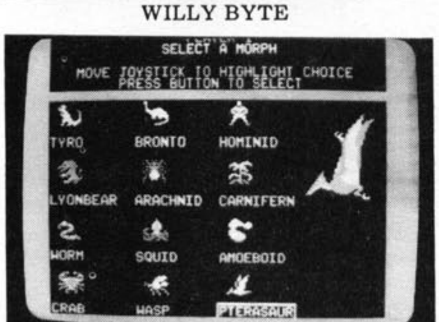
WILLY BYTE



BARBIE



THINK FAST



MAIL ORDER MONSTERS


G.I. JOE

racetrack and then test it out on a split-screen display. The graphics are super and the special effects, such as race tracks with Lunar gravity, are a nice touch. If you liked Road Warrior (the movie) you will also like the option to have Destruction Derby type races. C-64.

Circle #15

Epyx
1034 Kiel Ct.
Sunnyvale, CA 94086
408-745-0700

BARBIE: CGW reader surveys show our average reader is a 32 year old male. For our non-average reader, Barbie is an arcade type game. Your objectives are to dress Barbie for her date with Ken (maybe HE reads CGW), shop in different stores and/or go to the hair salon. The player chooses from over 1000 combinations of outfits and hairstyles. The graphics are excellent and the speech generator is the best yet for the C-64. Order of Appearance and Terrain Effect Charts are optional. C-64.

G.I. JOE: This game features the All-American hero fighting the evil "Cobra" in twelve different battle situations. There are several different Joe's to choose from, each one suited for a particular mission (jungle, desert, etc). Sharp graphics and battle sounds enhance play. Battles are arcade style. Both Joe and Barbie will likely appeal to the 6-10 year old group. One or two players. Joystick controlled. C-64.

Circle Reader Service #16

Hot Line Software
1591 Calle le Cinco
La Jolla, CA 92037
619-454-6664

HOLMES: An adventure game that takes place in London 1892. You are Sherlock Holmes and must solve four baffling cases. The richness of the text is remarkable. It is also faithful to the style of Conan Doyle. Movement is not standard to most adventure games. You are provided with a separate booklet listing 900 specific locations in London, such as Scotland Yard, Victoria Station, Colt Fire Arms Co., etc. At each location you will find information that may assist you in solving the case. The information generally comes in the form of interviews with individuals at each location. The game something of a sophisticated version of Clue.

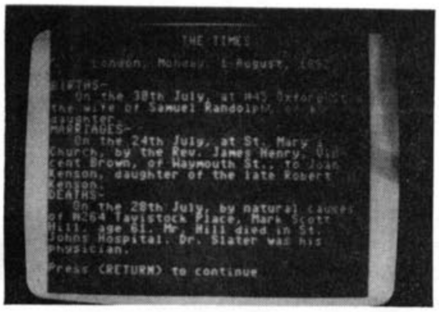
Circle Reader Service #17

Mentor Learning Systems
1825 De La Cruz Blvd
Santa Clara, CA 95050
800-554-1636

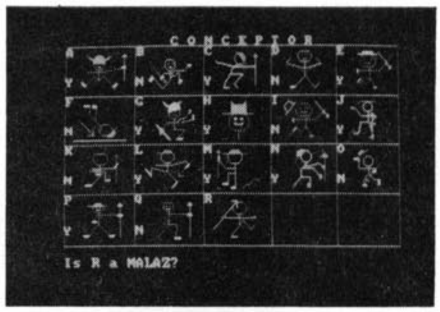
CONCEPTOR: Uses graphics to engage players in a game of perception and classification. Users are presented with a series of graphics and a set of rules that may apply to the graphics. Players must match the graphics with the corresponding rules. The game was designed to be a learning tool for the focus-recognition theory of education. IBM PC, JR, Apple. $49.95.

Circle Reader Service #18

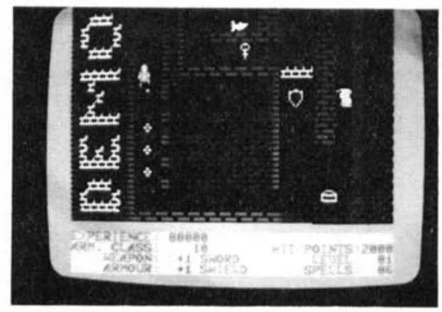
Continued on pg. 44



HOLMES



CONCEPTOR



SWORD OF KADASH

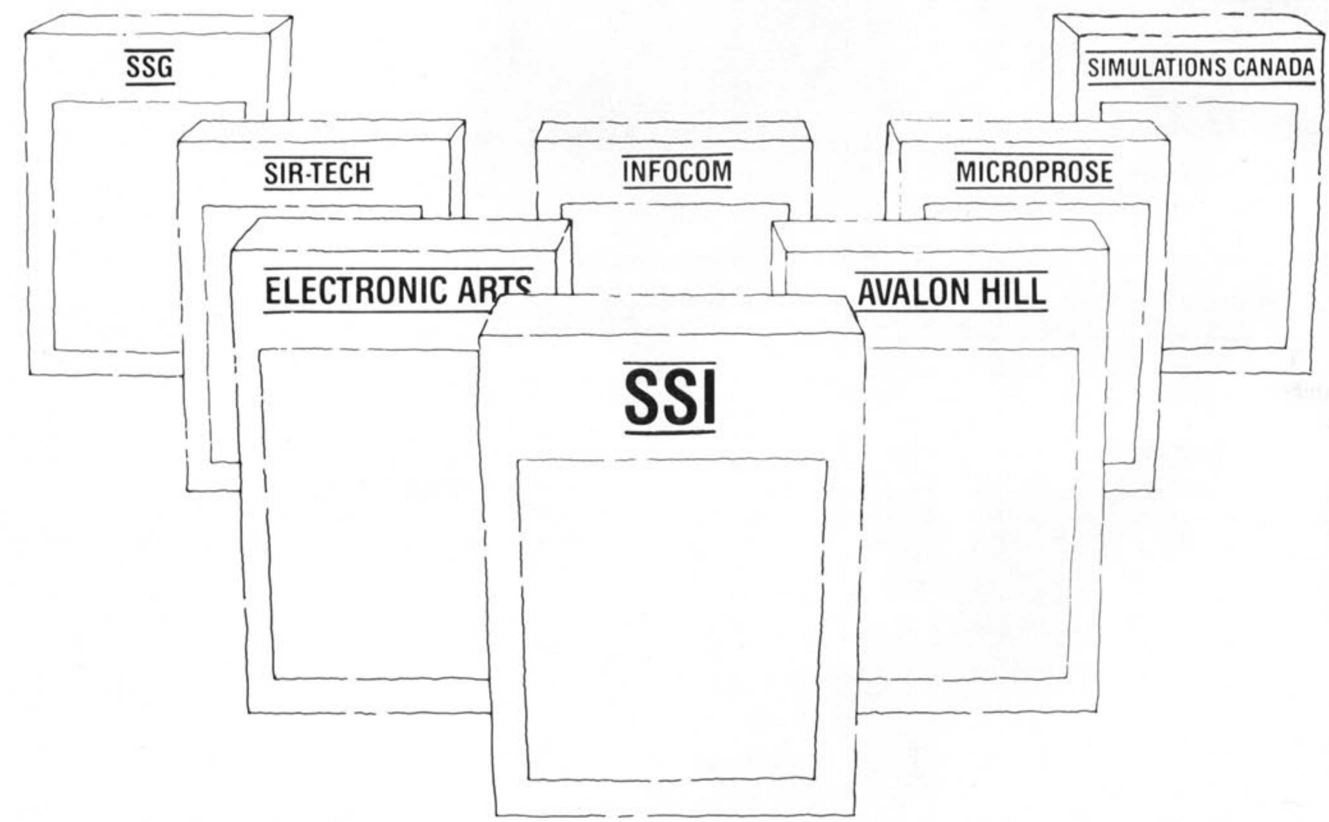
THE MOST CHALLENGING GAMES AT THE MOST REASONABLE PRICES

INFOCOM

TITLE	OUR PRICE	Apple	IBM	OUR PRICE	Atari	Commodore
Cutthroats	$27	•	•	$24	•	
Deadline	$34	•	•	$30	•	
Enchanter	$27	•	•	$24	•	•
Hitchhikers Guide/Galaxy	$27	•	•	$24	•	•
Infidel	$30	•	•	$27	•	•
Planetfall	$27	•	•	$24	•	•
Seastalker	$27	•	•	$24	•	•
Sorcerer	$30	•	•	$27	•	•
Starcross	$34	•	•	$30	•	
Suspect	$30	•	•	$27	•	
Suspended	$34	•	•	$30	•	
Witness	$27	•	•	$24	•	•
Zork I	$27	•	•	$24	•	
Zork II, III	$30	•	•	$27	•	
Four-in-one-Sampler	$ 6	•	•	$ 6	•	•

ELECTRONIC ARTS

NEW LOWER PRICES!	OUR PRICE	Apple	IBM	OUR PRICE	Atari	Commodore
Adventure Construction Set				$27		•
Archon	$24	•	•	$16	•	•
Archon II: Adept	$27	NEW		$23	•	•
Cut & Paste	$24	•	•	$16	•	•
Financial Cookbook	$34	•	•	$27	•	•
Mail Order Monsters				$24		NEW
M.U.L.E.				$16	•	•
Murder on the Zinderneuf	$24	•	•	$16	•	•
Music Construction Set	$27	•	•	$16	•	•
One on One	$27	•	•	$23	•	•
Racing Destruction Set				$24		NEW
Realm of Impossibility				$16	•	•
Seven Cities of Gold	$27	•	NEW	$23	•	•
Sky Fox	$27	•		$23		NEW
Standing Stones	$14	•		$12		•



TEVEX Triumphs! You start with the most challenging games designed for the most popular brands of personal computers. Then add a knowledgeable sales staff that's constantly on the lookout for newer, more exciting challenges. For the finishing touch, toss in strategically low prices. Its a winning combination!

TEVEX delivers. The hottest new games are always here first . . . and always priced for less. Call today and challenge us. We can't be beat!

TEVEX
INCORPORATED
1710 Wilwat Drive, Suite E
Norcross, GA 30093
404-441-3045
1-800-554-1162

apple computer®
Apple II, IIe and III (with exceptions.)

ATARI®
Atari-all models.

IBM

commodore®
Commodore 64 only.

Circle Reader Service #20

LETTERS

I want to know more about telegaming. Please continue this column. By the way, can I contact you on Compuserve?

Ichiron Mizukoshi
Tokyo, Japan

ED: We will continue to cover telegaming as space permits. CGW can be contacted via Compuserve account #76703,622.

Great displeasure is hereby registered over the month slippage in delivery. We deserve more of an explanation than an adjustment of the issue date.

Van Nuys, CA

ED: For a time we carried a single month on the cover of our magazine even though it was a bi-monthly. (CGW 4.6 carried a Dec84 date even though it was the current issue through the end of January). At the request of some of our retailers we have gone back to the older practice of putting both months on the cover. CGW 5.1 was therefore the Feb-Mar issue (as printed in the Table of Contents of that issue). Unfortunately the cover mistakenly carried a January date. Dumb, but true.

Keep IBM - there is a large base of well-heeled users who still don't know about games but are learning.

Boston, MA

ED: CGW attempts to serve the needs of all our readers, those well-heeled, round-heeled, faith-healed, etc. Articles are planned for earthsoled and sandal shod readers.

Dear Editor,
More reviews. Taking a peek is good. Less commentaries. Go monthly.

Las Vegas, NV

ED:
OK. Thank you. OK. Perhaps.

I finally subscribed to CGW. It seems as if that is the only way to insure getting it. I especially enjoy Scorpia. She's helped me thru some tough spots.

Signe L. Saboe
Ardmor, PA

ED: Let this unsolicited reader response be a lesson to all non-subscribers! Think of a sub as insurance. Yes, Scorpia has helped us with tough spots as well. Clorox bleach is also good on spots.

I love your magazine but I really wish you had plans to put a special section for Apple products like you have for the C64 and for Atari.

Cosmos Angelakis
Arlington, MA

ED: The largest percentage of our major reviews cover products available for the Apple, thus obviating the need for a separate column.

Question: Have you ever negatively reviewed a game? Answer: No. You must be afraid to.

University of Georgia
Athens, GA

ED: No, we are not afraid to knock a bad game. However, we ARE afraid to print negative letters to the editor.

I enjoy CGW very much, but must complain about the large number of spelling errors. When I share my issues with friends, they too have noticed the errors. Your reviews are interesting and well written.

Daniel Antolec
Monona, WI

ED: CGW has revampeed its speeling chcker and hird new proof-readerss. We antcpate no more prblems int he futurre.

Thank God Silicon Cerebrum is back. Let's get heuristic!

Andrew Tuline
Canada

ED: We've warned you heuretics about using our pages to spread your religious propaganda. Watch it!

Over the past year most of my favorite computer mags have cutback or done away with Atari articles. I'm grateful that CGW has not "sold-out" to bigger software selling brand names. Thanks.

Andrew Nagata
Honolulu, HI

ED: CGW is currently accepting bids for our new "sell-out" policy. We ain't cheap but we can be had. Let's dig deep into those pockets folks.

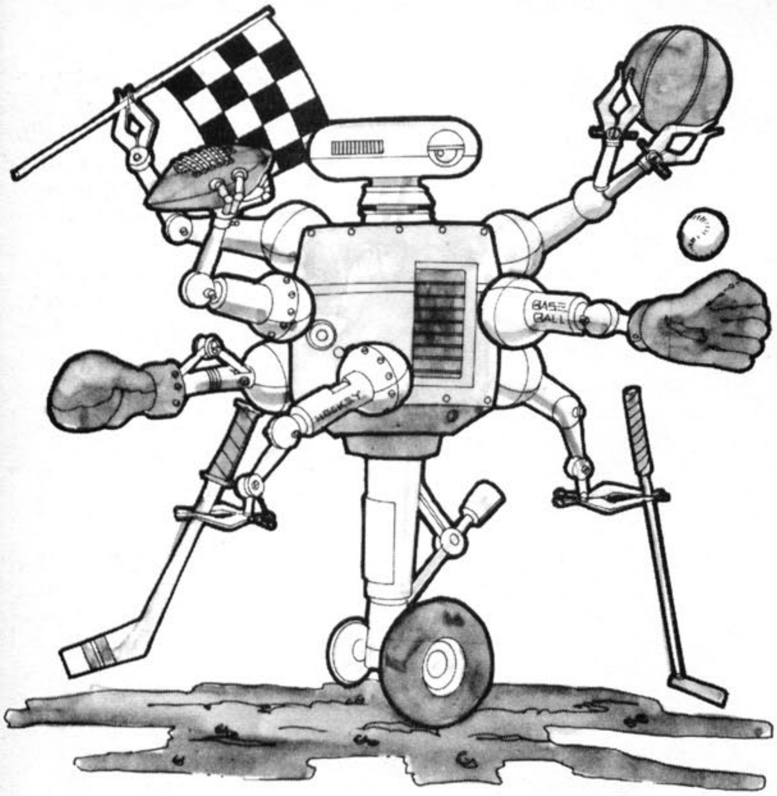
Nix on the replays. Bad enough <u>The General</u> and <u>F & M</u> carry them. Why do I want to read about someone's bout with the computer? Narcissistic space filler!

Bellevue, WA

ED: I guess this means you won't enjoy our next issue, featuring our business manager's bout with the flu.

We would like to give special thanks to some of our foreign subscribers who took the extra effort (and money) to make their RID votes count. Ichiron Mizukoshi (Tokyo, Japan), M.T. Chauvin (La Ferte sous Jouarre, France) and Ken Goldie (Glasgow, Scotland).

CGW takes our readers' opinions very seriously, despite the humor in the replies, and we encourage you to write to the editor. Include your name and address if you want to see your name preserved for all eternity within these hallowed pages.



SPORTS GAMES SURVEY

by Rick Teverbaugh

It has been said that people live out their fantasies in sports through their heroes. But computer gaming could be altering that perspective just a bit. Today, instead of merely wishing you could guide a team or individual to the pinnacle of success, a gamer can rise to those heights within the loose confines of a computer game.

For 11 years, I have been a sports writer. For all of those years I have played sports games. My start was Cadaco's All-Star Baseball, with the player discs and the spinners that hurt your fingers after marathon sessions.

For the last five years I have played sports games on computers, preferring to let the machine handle the drudgery of chart-checking and dice-rolling while I concentrate on the fun.

Now I'll try to combine my writing experience any my gaming experience into a readable scouting report on the sports simulations on the market currently. If you're ready for a leisurely trip down the clipboard, let's get to it.*[Ed. Note: Baseball games are surveyed elsewhere in this issue and thus are not covered in Rick's survey.]*

FOOTBALL

Computer Quarterback; Strategic Simulations; Apple, C-64. For the feel of football, at least on the complex NFL level, this one sends everybody else to the sandlots. Without any flashy graphics, it still feels like football. There are many plays and thousands of possible results. There is even an option to create real teams.

On-Field Football; Gamestar; C-64. An ambitious arcade effort, but one that's not very easy to control. When playing against the computer, be prepared to take some lumps. You might even find your finger giving out from the number of joystick button depressions you must make to enter plays. The game has nice graphics.

3-In-1 Football; Lance Haffner; Apple. For college, NFL or USFL followers, there's no other game so geared to recreating past seasons. Offensive and defensive options are few and it will take awhile to get used to the partial yardage figures. For an all text outing, the feel is still good.

Football Strategy; Avalon Hill; C-64, IBM, Atari. This game is almost too simple to put in the same category with the others. Every time the same offense is put with the same defense, you get the same result. Some things don't make sense. Running a draw play against a blitz always produces negative yardage.

Tuesday Morning Quarterback; Epyx; Apple. If you like your football with a sense of humor, this is your ticket to the gridiron. But if having Terry Bradshaw get hurt and having him replaced with Darth Vader doesn't sit well, look elsewhere. The game is well-thought out, but there is an uncomfortable feel about the arcade/strategy mix.

Touchdown Football; Imagic; IBM. For graphics and realism, this is the top draft pick for arcade games. Offense picks the formation, pass patterns and line blocking. Defense picks only formation. When viewed in color, teams resemble Dolphins and Steelers.

BASKETBALL

One-On-One; Electronic Arts; Apple, C-64, Atari. Nobody has been able to duplicate the fluid motion of the sport with such flair and detail. With a program this good and this authentic, it will be a while before any challengers come around. No basketball fan can live without this program.

College Basketball/Basketball-Pro Game; Lance Haffner; Apple. Again an all-text statistical basketball simulation. Any cage fan with an imagination can easily get involved in the dream matchups possible with the teams included in this package. There are current teams and stars of the past available.

BOXING

Title Bout; Avalon Hill; Apple, Atari. A really decent board game that hasn't yet made a good translation to the computer. The game is statistically accurate and varied, but the visuals are so poor that they would be better left to the imagination. Also the in-ring comments by the fighters during the bout are distracting.

Ringside Seat; Strategic Simulations; Apple, C-64. Game has a nice feel for action in the ring, as well as realism in the end results. More boxers would have been nice, but there is the ability to create your own. Option of selecting strategies at the start of each round makes the bout a real audience participation event.

AUTO RACING

Racing Destruction Set; Electronic Arts; C-64. Easily the most versatile sports program on the market. The name of the game could give rise to a suspicion about the seriousness of the racing aspect, but it is unfounded. There is split-screen, head-to-head racing with your choice of nine machines over 50 tracks. There's also an editor for creating your own tracks. And just for fun you can literally blow your foe off the road.

Pitstop II; Epyx; C-64, Atari. The name tells you all you need to know about the standout difference in this game. This race really will be won or lost in the pits and on-track gambles really can be fatal. Actual race action isn't quite as good as other entries.

International Gran Prix; MUSE; Apple. A one-player battle against the clock on a variety of challenging courses under variable conditions. Perspective is from the car's windshield, but there are no picturesque graphics to liven the drive.

Pole Position; Datasoft; C-64. For wheel-to-wheel, nerve-wracking action, it's still hard to beat this classic. Crashing doesn't end the game, but it sure does slow you down. Sometimes simply qualifying for the race is challenge enough and the start of the race from back on the grid is a sight to behold.

Rally Speedway; Commodore; C-64. This effort reminds me a little of the Intellivision racing cartridge. The graphics are quite a bit better and control of the car is improved. There is an editor included to create your own track and the crash sequences are too funny to describe.

GOLF

Championship Golf; Hayden; Apple. Seeing the flight of the ball from both a side view and an overhead perspective is the only unique feature about this otherwise weak entry. Aiming each stroke and selecting the strength of the shot is imprecise at best.

Hi-Res Computer Golf 2; Avant-Garde; Apple. First computer golf game on the market to really challenge the gamer and still feel like golf. This second version includes the ability to play more course modules and to set the auto-swing mode for a less frustrating, perfect-swing-every-time effort that still won't make the game too easy.

Professional Tour Golf; Strategic Simulations; Apple, C-64. As weird as it might seem, this game's biggest attraction is being able to put yourself out on famous golf courses with the touring pros. PTG has a real feel to it. You'll almost need to put on your cleats to boot up. Only bogie this program gets is its' green play.

Tournament Golf; Avalon Hill; Apple, C-64. Arcade-type play on some real-life courses highlight this top flight production. In the more difficult mode, it will take awhile before you can consistently get off good shots with perfect arm and wrist coordination. You might find a whole new meaning to the word "choke."

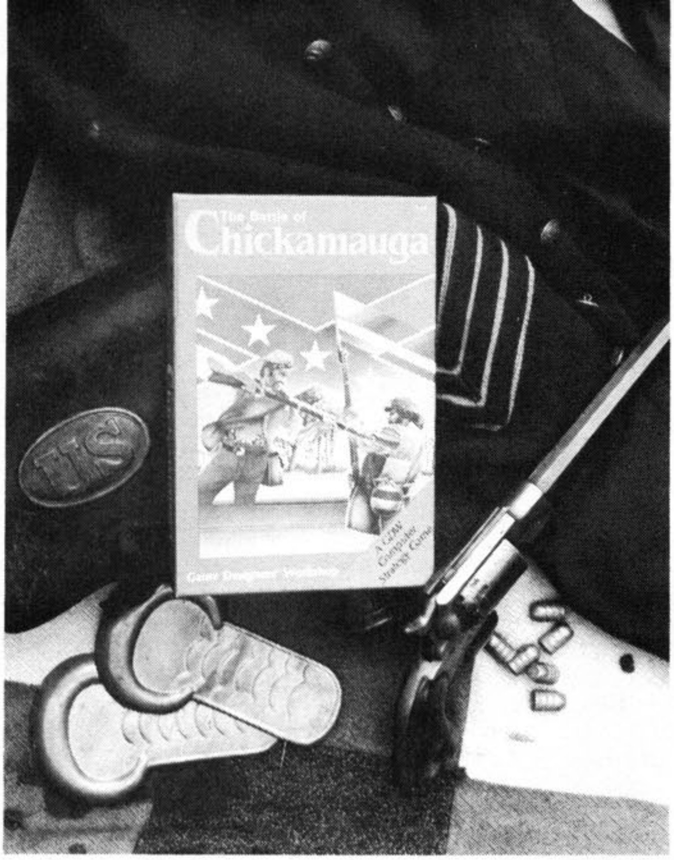
KARATE

Karateka; Broderbund; Apple, C-64. This karate simulation is loosely tied to an adventure theme, but the real joy of the game is in the combat. Key to survival is recognizing the different strengths and weaknesses of the various opponents.

Black Belt; Earthware Services; Apple, C-64. Truly the most involved arcade-style martial arts program. Your character will progress through the ranks and learn more skills as he goes. Graphics are a bit better in the C-64 version, but either will make you bow in homage after each outing.

Competition Karate; Motivated Software; Apple, C-64. Not only my personal favorite in this genre, but also near the top of the list of all sports games.

Continued on pg. 40



NAME:	The Battle of Chickamauga
TYPE:	Wargame
SYSTEM:	Atari 48K
AUTHOR:	Worlds to Conquer, Inc.
PRICE:	$35.00
PUBLISHER:	Game Designer's Workshop Bloomington, IL

The Battle of Chickamauga

by Mark Bausman

HISTORICAL

In September of 1863, the Confederacy was facing third and long, with five minutes on the game clock and down by ten points. Lee had been defeated at Gettysburg, Vicksburg had fallen, and Rosecrans' Union Army of the Cumberland had kicked Bragg's Rebel Army of the Tennessee out of the important Southern rail junction at Chattanooga. The fans weren't leaving yet, but some good news was in order.

Braxton Bragg was tired of being outflanked by his enemy and disobeyed by his subordinates. In the last few days he had received reinforcements from Johnson in Mississippi and Longstreet in Virginia and now his army was nearly equal in size to Rosecrans. After huddling with his Generals he decided to call a trick play and, on September 19, 1863, he turned the Army of the Tennessee and met the Army of the Cumberland twelve miles south of Chattanooga at Chickamauga Creek. By the evening of September 20 the Northern Army had been defeated and was on its way back to Chattanooga. Bragg's wide receiver, General Longstreet, had caught a deflected pass near the goal line. Unfortunately, the South came away with only three points as Bragg did not press his advantage and Rosecrans stayed in Chattanooga. The Union brought in a new quarterback and issued fresh Gator Aide to all their troops. It would now take more than trick plays to save the Army of the Tennessee from destruction. Bragg was later traded to the Los Angeles Rams and the Battle of Chickamauga proved to be the last serious offensive by any Southern Army.

DESCRIPTION

Game Designers Workshop, a well known board game company with 10 years of experience, has teamed with a programming group called "Worlds to Conquer" in order to allow us to call the plays in an historical recreation of the Battle of Chickamauga (BOC). The game comes with a single disk, a hex grid map of the Chickamauga Valley, rules book, command reference sheet, quick start instructions, and a 12 page Historical Reference manual. You may opt for a one or two player game and can be either the North or the South. In addition to being able to save a game at any point, you may save an individual move or load a saved move from disk. This, I believe, is *the first practical play-by-mail set-up* and the instructions give complete details on how a play-by-mail game should be run. Additional game control options include the computer intelligence level, and allowing or not allowing morale, fatigue, and communications to affect movement and combat. The forces are depicted at the Brigade level with a Corps, Division, or Brigade designation and a rating for number of men, cannon, and casualties. All game commands may be input by using the joystick or keyboard.

MECHANICS

BOC is played in 13 turns which span September 19-20, 1863. Each turn is divided into an Orders Phase and a Resolution Phase. During the Orders phase, each unit will have 120 minutes to move and attack. How long it takes to cross a terrain square is determined by the terrain type, unit type, unit mode, and possibly fatigue, morale, or communications if you have those game options turned on. Combat is governed by the same factors and you may chose to fire at near units, or use your artillery on units further away, or close to melee attack to force an enemy out of a hex. Orders may be canceled or reviewed and a single command allows you to find all units which do not have orders. You may use any one of three strategic screens to get an overview of troop dispositions and then switch to

Continued on pg. 40

IMPERIUM GALACTUM
A REVIEW

by Stewart MacKames

Name:	Imperium Galactum
Type:	Strategic
System:	Apple, Atari, C-64
Price:	$39.95
Author:	Paul Murray
Publisher:	Strategic Simulations Mountain View, CA

The days of Empire are not gone forever. Thanks to Paul Murray and the staff at SSI, you are given the opportunity to spread the peace and security of your benevolent dictatorship to the entire star cluster with their game; Imperium Galactum (IG). In this four player game (three of which may be run by the computer), you must strive against your human and computer opponents to develop the greatest base of population in the cluster. To accomplish this task, the entire resources of your planet are at your disposal. Further, you may add to this amount by negotiating trade agreements with independent worlds and through development of any colonies which you may establish. As the only victory condition is population, you have the option of concentrating on building your population, or to choose the "easier" path of eliminating your opponent's populations. In either case, the road will not be an easy one. The outcome will depend upon your diplomatic as well as your tactical skills.

The game itself contains some very interesting features. These include such things as an built-in method of diplomacy which allows alliances and, of course, back-stabbing; a large selection of predesigned ships, all of which serve valuable functions; the ability to custom design ships of your own; and impressive book-keeping system which maintains records of the damage and efficiency for *every* ship; commerce raiders and their defensive counterparts; and a host of other features.

Before going any further, however, it must be pointed out that the other features, in the case of **Version 1.1**, include some rather impressive bugs which could make play rather difficult. First, the most immediate problem is that the system can lock up when the problem is run with certain pieces of hardware such as eighty column cards. The next most obvious bug is that this version constantly indicates that you need no traders, all the while destroying your economy for your foolish belief in its little fib. And, while these and other lesser problems could be lived with when known, the owners of the Apple Version 1.1 can look forward to their dreadnought size ships dying like WW1 British battle cruisers, as the program gives them the defensive ratings of a destroyer. Don't give up, though, as all of the bugs have been corrected in the version currently available and SSI will replace your Version 1.1, should you have one, with a copy who's lack of flaws will leave you with no excuse for your crushing defeat.

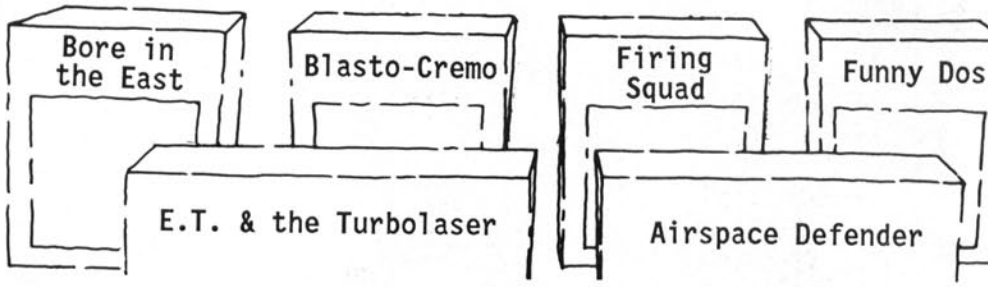
When asked, IG's designer, Paul Murray, confessed that of the game's many features, he most enjoyed the ability of two weaker players to join forces against a stronger one, and the timing required to judge just when to stab your ally in the back. He also stated that he thought that the independent worlds (an option) added an interesting feature which enhanced the flavor of the game. Another factor which he felt important was the levels of difficulty for solitaire play. Each level increased is significantly more difficult than the last, until you get to Level 1, where the computer players are actually programmed to be human haters. Considering some of the diplomatic opportunities for viciousness and the programmed animosity of the computer players, it is obvious that Paul didn't have a friendly little space game in mind when he designed IG.

STRATEGY

It is important to spend the first few turns exploring the cluster. With the information gained at this time you can find independent worlds with which to negotiate trade agreements and potential sites for future colonies. And, concerning colonies, it is recommended by higher powers (Paul again) that colonialization not be taken up seriously until you reach technology level four, at which point you may begin to improve a planet's environment. It is also important to remember that *all* classes of ships are important. While the larger ships are important for their fire power, the smaller escort vessels remain critical to screen your capital ships from attack by other suicide intent small and medium sized vessels. For the novice, it is strongly recommended that the first few games be solitaire until the games many features are sufficiently understood. Learning to manipulate the rather involved economics and keeping your economy sound can at first be a bit difficult. And, doing it while three other people are trying to rush you through your turn can soon lead to a feeling of helplessness. Due, however, to the enjoyable features of the multi-player interaction, it is without question recommended once players have gained the needed command of the game system. IG is a challenging multi-player game of space conquest. Its many well considered features and its variable game length (it has no set length, but may be ended on any turn by the player's decision) save it form the fault of many games by giving it a rich supply of options and no end-game, every man for himself situations. The rather simplistic victory conditions (population only counting) at least allows opponents to keep track of one's relative position by probing enemy (and allied) planets. As a final assessment, it must be concluded that Imperium Galactum is a game which due to randomization factors, optional alternate cluster make-ups, a long list of features, challenging levels of solitaire play, and machiavellian multiplayer dynamics, will continue to be enjoyed for a very long time.

GAMES YOU'LL NEVER SEE

by Chris Crawford



Ed. Note: We are pleased to announce that Chris Crawford will be joining CGW as a regular contributor. As the designer of the highly acclaimed Eastern Front (and others) and as a prolific writer/speaker in the computer entertainment field, we knew that Chris was a talented fellow. But it was not until Chris submitted the following article that we discovered that he is also deeply disturbed. Welcome to the staff, Chris!

From where do game design ideas come? How do designers get their ideas? There is no simple answer to these questions, for they dig close to the very heart of an intensively creative process, and creativity as a human activity remains resistant to analysis. Because of its emphasis on fun, skill in game creation is frequently associated with a sense of humor. Sometimes this sense of humor manifests itself in game designs whose market value is, shall we say, limited. Yet, these designs reveal a side of the game design process that few outsiders see. With this in mind, I would like to present a few of my own outrageous designs; designs which were never produced.

My first such design dates from 1975, before the advent of home computer games. This game was a board wargame, and was inspired by the fad for games of ever larger scale. The game was titled "Bore in the East", in mock homage to the great SPI blockbuster, *War in the East*. The map showed Germany and Russia, with two gigantic hexes overlaying them. Two gigantic cardboard cutouts represented the two opposing armies, German and Russian. The combat results table insured that the game would last exactly one turn, with the Germans losing five times out of six.

If the player flipped over the two counters and the combat results table, he obtained a new game, titled "Blasto-Cremo: the Ultimate Man-to-Man Game". Each counter showed a stick figure holding the lanyard on a gigantic cannon. When placed on the map, the two cannons faced each other. Players were given only one possible option: to fire their cannon. Combat was executed simultaneously, and the combat results table admitted but a single possible outcome: the death of the target.

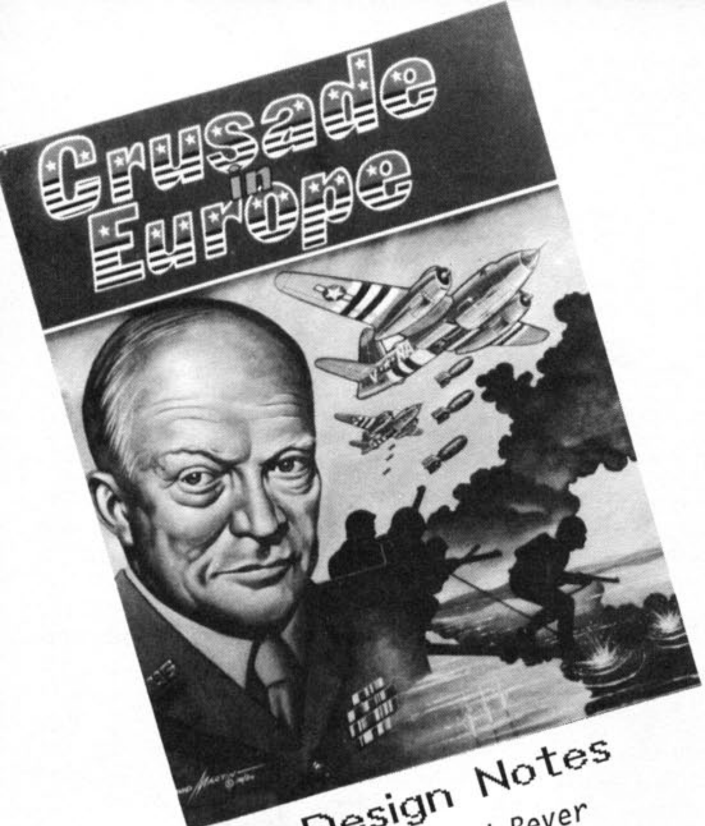
It took several years for me to gather up the courage to make a second attempt at humor. By this time I was with Atari, writing programs. A fellow programmer by the name of Tod Frye suggested an interesting idea for a game, which I developed and implemented. The basis of the design was the then current fascination with the so-called "first-person" games. These are games in which the player see on the screen the same scene that he would see with his own eyes if he was on the scene of the game. Most games are "third person"--you see the game situation from the vantage point of an observer at some distance from the action. You see yourself as an impersonal square, dot, or blob. For example, *Star Raiders* is a first person game, while *Pac-Man* is a third person game.

Tod's suggestion was that the first person concept be applied in an entirely new way: to a firing squad game. I liked the idea so much that I went home and threw it together over the weekend. The game starts with a little stick-figure man on the screen. Four little stick-figure men come marching across the screen, stick-figure rifles on their shoulders. All the while the player can hear their little feet marching. The first little man squeaks a command; the men halt. A second squeak prompts them to turn to face the player. A third squeak, and they aim their rifles out the screen. A fourth squeak, and the player hears a loud explosion, the screen flashes bright white, and a fraction of a second later, turns black. The game is over. I called it "First Person Firing Squad".

A few months later I designed a programmed yet another laugh-packed game, generally known as the Funny DOS. This game masqueraded as a perfectly normal Disk Operating System, except that its performance was... nonstandard.

For example, the Atari DOS includes a menu item called RUN CARTRIDGE. This command normally transfers control from the DOS to whatever ROM cartridge is in place. In my DOS, however, the command was more direct, more immediately recognizable. Upon entering the RUN CARTRIDGE command, the player saw the word CARTRIDGE appear on the bottom left of the screen with two tiny legs protruding from underneath. The tiny legs worked frantically, generating a sound halfway between "pitty-pat" and "clop-clop", and the word CARTRIDGE galloped across the screen.

Continued on pg. 38



Design Notes

by Edward Bever



Crusade in Europe (CIE) is the first of the COMMAND SERIES simulations (based on an "accelerated real-time" game system) by Sid Meier of MicroProse Software. Sid is best known for his flight simulations *Hellcat Ace, Spitfire Ace*, and *F-15 Strike Eagle*, and has already created one "real-time" wargame, *Nato Commander* (NC). Since NC was released, he has refined and expanded the system, and over the past seven months, I have been doing the research, design, and documentation for CIE.

OVERVIEW

CIE simulates the campaign in Northwestern Europe from D-Day to the Battle of the Bulge. The five scenarios cover the fighting in Normandy, the pursuit to the German frontier, the airborne offensive toward Arnhem, the Battle of the Bulge, and the campaign as a whole from June until the end of October. Each scenario includes variants that cover different lengths of time, and thus take different amounts of time to play, or alternative deployments, so that the player can explore various historical "what-if's" like Rommel's strategy of coastal defense or Manteuffel's alternative to the attack through out the Ardennes. In all, the game contains fourteen separate variants, each an independently playable game in itself.

The game system uses "accelerated real-time" mechanics, which means that time in the game flows continuously rather than as a series of static turns and phases. Units are moving and attacking all the time. You can issue and change orders whenever you want. All this activity can seem confusing at first, but playtesters with widely different amounts of experience picked the game up quickly. While it takes a long time to master the subtleties of the system, it does not take long to learn enough to take command.

Since he finished NC, Sid has put much effort into making the system easy to play. Orders can be issued using either the keyboard or the joystick. Each unit in both armies has an independent intelligence, so that it can be ordered to a distant destination and will deploy to the proper formation, seek the best route, and can even be allowed to pick the most attractive location for defense or target for attack. A strategic map provides an overview in the scenarios that scroll across more than one screen.

THE COMPUTER OPPONENT

While in NC, the computer can only play the Russians, in the Command Series system, the computer can play either side, both and even switch sides in the middle of a game. The computer plays a credible game, particularly on the defensive, without any hidden advantages. However, the player can deliberately adjust play balance to make it easier for a beginner or harder for a veteran.

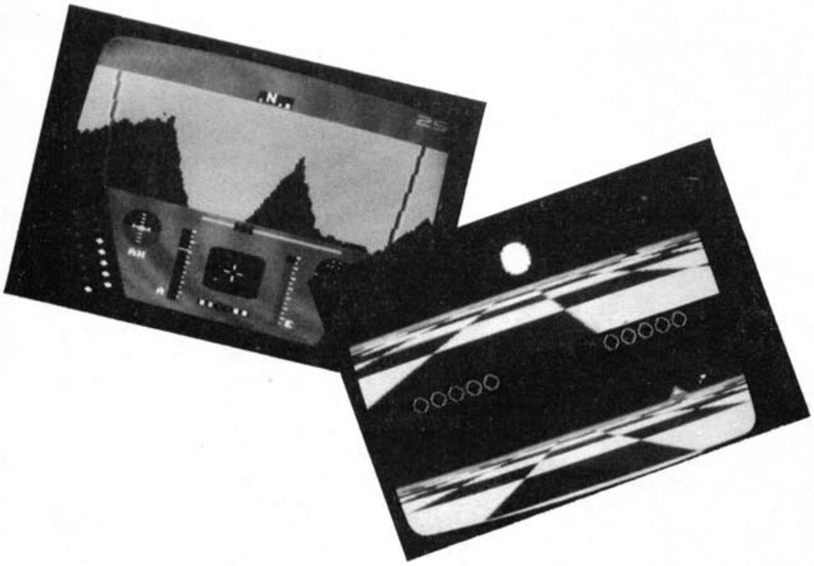
In addition to this enhanced solitaire play, now two people can play against each other. Because of the "accelerated real-time" mechanics, the experience is quite different from face to face combat across a board. Other new features include a choice between full and limited intelligence and a flashback mode that enables you to review the previous fifteen days of play.

RESEARCH

Sid created the Command Series system, while I conducted the research, designed the scenarios, and wrote most of the documentation for CIE itself. In the research and design, my goal was to make the simulation as accurate as possible, making each scenario challenging and enjoyable as a game in its own right.

The Command Series uses actual numbers of

Continued on pg. 38



Lucasfilm Enters Home Gaming

by Gregg Williams

Game design isn't as simple as it used to be--now that we've had enough shoot-em-ups for the sheer variety to pall, we're in search of something else: depth. Although depth is most often associated with detailed (sometimes tedious) simulations, it is possible to get such depth in an arcade game.

Ballblazer and *Rescue on Fractalus* (both from Lucasfilm Games) are sterling examples of games with depth. The Lucasfilm people took great pains in crafting worlds as complete as any of the *Star Wars* films, and it shows--I found more craftsmanship, more fantasy-making in the instruction books to these games than I find in most games themselves. Although I feel these games are weaker in certain design elements than I would have liked, I still find that the *quality* of the experience compensates for the deficiencies.

"Three minutes, two players, one victor!" That slogan sums up **Ballblazer**, which squeezes more out of the Atari 400/800 than any game I've ever seen. This two-player game (which includes 9 computer opponents as well) splits the screen horizontally to give two perspective views of a long, rectangular field cut into 15-foot checkerboard squares. Each player rides a hovercraft that speeds across the playfield with uncanny realism to play a capture-the-ball-and-shoot-it-through-the-goalpost game that resembles soccer in the same way that Defender resembles a pinball game. If spectacular graphics weren't enough, Ballblazer adds sound effects and a wonderful nonstop jazzy tune that further enhance the game.

The manual, which explains that Ballblazer is the most prestigious inter-species competitive game in the galaxy, shows blueprints of the hovercraft and includes a sportcaster's interview with a retired Masterblazer. Read the manual carefully for important facts and strategy tips.

The game contains many nice touches that turn out to be important to a winning strategy. For example, the goalposts move closer to each other after each goal, thus making the next goal harder to score. The (hover)craft with the ball is slower than the one without it, thus allowing the player without the ball to get between his opponent and the goal. The craft with the ball automatically turns to face its goal, and any craft that doesn't have the ball rotates to face it. Also, your craft recoils hundreds of yards when it "shoots" the ball.

Though playing against a human opponent is nice, I found that I consistently won or lost to the same person--the game's self-handicapping features aren't enough. However, you can always find just the right computer opponent from the nine provided and improve your game that way.

If Ballblazer is quick and intense, **Rescue on Fractalus** is almost restful. Along with another of my favorites, Activision's *Pastfinder*, Rescue is a good example of a new genre I've labelled the "campaign game"--a simulation reminiscent of a military campaign, where a game usually takes anywhere from 15 minutes to several hours to play, but the average player accumulates the skill needed for a long game fairly easily.

Rescue has the same kind of depth (in both the manual and game) as Ballblazer. In this fantasy role, you are piloting a Valkyrie fighter plane as it rescues downed pilots and destroys alien gun emplacements and saucers on a mountainous planet. That's it--not much to the plot, and about the only strategy is in deciding how to land safely and pick up the pilots.

Actually, Rescue is weaker on strategy than Ballblazer, but it too is "rescued" by the details that heighten the fantasy. For example, when you land near a pilot, you can often see him running toward your ship. He knocks on the side of the ship to be let in, and if you don't do so immediately, the knocks get slower as the pilot succumbs to the corrosive atmosphere. The aliens can also make a surprise appearance (in levels 10 and higher) guaranteed to make you jump out of your seat.

Rescue needs a "save game" feature--if you play carefully, you can survive for hours (I've done so for almost two hours). Also, there are too many levels--17; fortunately you can start at any level and skip up to three levels at a time. Fly below level 4 a few times, then go directly to level 10. When you get good, skip to level 16--Fractalus has a nine-minute day that forces you to fly by instrument in complete darkness; this (apart from the alien surprise) is the most interesting part of the game.

Overall, both games are slightly weak in the finer points of game design, but most players will be satisfied. More importantly, the games set a new standard of depth for arcade-style games that will raise our future expectations--game manufacturers, take note.

Gregg Williams is a senior editor at BYTE and responsible for the 10-part "Atari Tutorial" which BYTE published.

Ed. Note: Early copies of Ballbazer and Rescue do not run on the Indus disk drive. We understand that the problem has been corrected and incompatible copies can be returned to EPYX for exchange.

Ballblazer and Rescue on Fractalus are distributed by Epyx Inc., 1043 Kiel Court, Sunnyvale, CA 94089

Circle Reader Service #23

Scorpion's Tale

MINDWHEEL

As told by Scorpia

WARNING! Scorpion's Tale contains hints on solving computer adventure games. If you do not want help, do not read on.

Back for more, eh? I see you managed to get out of your tight squeeze from being a Suspect. Good for you! Fred is pouring out a little something, which you're probably going to need very shortly. If you thought becoming other people in Hitchhikers was troublesome, wait till you find yourself floating through the bizarre minds of four different people in Synapse/Broderbund's new game, Mindwheel!

This is a tricky one. You not only have to figure out the usual types of puzzles found in adventure games, but answer riddles and complete poems as well. Talking to the various people you meet in the game is crucial to solving it; it is wise to make notes of what you hear along the way. Clues and answers can also be found in the book that comes with the game.

Also, expect A LOT of disk access in this one; you may well want to use the pause feature while reading the descriptions of the events around you. Remember that time is passing in the game while you're just sitting there thinking. Because not everyone is a baseball fan, and the name of the player is critical to completing the game, I am giving the name in simple substitution code at the end of the column for those who really need it.

With that said, here you are in the mind of deceased rock star Bobby Clemon. There's a lot happening, what with the fanatical crowd moaning and chanting in front of you, thugs chasing your bodyguard around the stage, and one of the singers wanting to drag you off to the back.

Don't be in too much of a rush to leave here; this mind has many important items and clues to be discovered. In fact, with careful attention to detail and making the right moves, you should be able to pick up just about all the words to the Fear Sonnet, which you'll need to enter the Poet's mind. Remember that Bobby was a musician as well as a singer. And it helps to examine everything you find or come across (not to mention, taking everything that isn't nailed down!).

However, you can't do everything here in one visit, not with that maniacal crowd around you. So, when you've done everything here you think possible for the moment, you might want to take a quick trip backstage, just to see what's past the door. Maybe even make a quick trip up the staircase. The woman in the cage at the top has an important clue for you, although you have to answer a riddle to free her first. Your harmonica may be helpful here.

Still, this may not be the best time to go further. Besides, you have some unfinished business back in Bobby's mind with the thug. It shouldn't be too difficult to find him. Obnoxious person, isn't he? Also very persistent. Guess the only way to get rid of him is to fight it out with him. Just don't trust him too far!

When you've taken care of the thug (at least, I hope you did!), you'll find yourself on the fringes of the Poet's mind. There is a cute little toad here, who just might be useful. There is also an extremely nasty devil by the name of Spaw, who will not allow you into the Poet's mind until you've completed the Fear Sonnet (this is the same as the one in the book).

Of course, by now, you have most of the words, right? Still, you might just want to have a little chat with the toad before you get on with the Sonnet. Afterwards, you should have no problem getting into the Love Room. Hmmmm, pretty odd Love Room! Perhaps you should talk to the waiter (and be very careful that you don't walk west, unless you enjoy being someone's snack).

So, here you are with a rather strange-looking lady (note: when talking to her, make sure you address her as "Lady"; if you say "Woman", the program will become confused). And yes, before you can get anything from her, you have to complete another poem, this time the Love Sonnet. Fortunately, there are only two words needed for this.

Did you look carefully at the book Spaw gave you as you entered the room? If not, you should. And it should remind you of something. If it doesn't, better look through the book that comes with the game. The answers to the Love Sonnet are right there.

Once you've finished the Sonnet, and gotten something very important (this is all you need to do in the Poet's mind), you might want to return to Bobby's mind to take care of some unfinished business. The crowd is gone now, and the stage deserted, so you can walk down the ramp in safety. The exit sign to the east seems interesting; wonder what you might find beyond the door?

Well, a small courtyard inhabited by bums may not have been what you expected, but they are here for a reason. By all means, talk to the one bum who is up and around. And don't forget to examine everything in the place.

With that done, it's time to visit the Generalissomo's mind. You'll find the woman back in the cage, but the same answer to the riddle will free her again. Now, you can go beyond the cage, and into G's mind itself. The first thing you see is a soldier, petrified from the waist down. Talk to him a few times; he has some important instructions for you.

Now you have to get through the door. If you read it, you'll find that it's another poem to complete, but only one word, fortunately, is needed here. The answer, as a matter of fact, is infinitely easy. And you should have gotten it back when you where in Bobby's mind. Once you speak it, the door will open, and you can go out into the freezing cold.

Since you can't get up the stairs unless you free the soldier, you might as well do what he asked, even if that makes you a little nervous. Don't worry, though, things will turn out all right in the end. When you have the required items, you should look at them carefully before going to the fountain.

Also, from time to time you will be pestered by a couple of bizarre children. Right now is not the time to "play" with them. You'll get a chance to do that a little later. Freeing the soldier is more important at the moment.

When you've accomplished that, and gone upstairs, you'll see, among other things, a floating island. That is the mind of Eva Fein. You can't reach it right now, but you'll get there eventually. In the meantime, don't overlook anything that might be lying around here (and read the description carefully, or you might miss something).

Now you can go back and "play" with the animal-headed children. Of course, the fact that you end up imprisoned behind barbed wire with the winged people may not exactly thrill you. However, there is a way out of here. Talk to the bearded man about that.

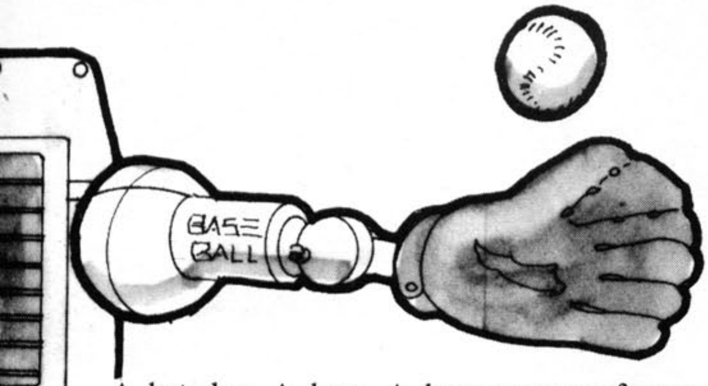
Ummmm....looks like the lizard captain isn't too happy about your freeing the winged folks. Better get out of there fast, and the only way to go is up. Just don't panic (where have I heard that before?), make sure you don't leave anything behind when you go flying off.

And here you are at last, just outside Eva's mind. This is important: you should save the game here, because once you go beyond the door, you WILL NOT be able to save the game! So, if you do something irrevocable on the other side, you can restore back to this spot.

Examine the door carefully, since two things are needed to open it. Once you pass through, you will be in a garden. Read the rules of the game carefully. You might also want to use the map in the book to chart your moves from this point on. The ladder in the shed may or may not be helpful, depending on which way you go (I recommend Northeast, but you can take any of the three doors).

As you may have guessed, this is going to be a sort of bizarre game of chess. Some of the characters you've already encountered will be popping up again as

Continued on pg. 43



PLAY BALL!

by Bill Oxner

A hot dog. A beer. A lazy summer afternoon. These simple images can only bring to mind one thing - BASEBALL! Seemingly timeless, unchanging and pastoral; baseball is, according to some anthropologists, one of the strongest elements in the social fabric of American society.

The rest of the world may be going to hell in a handbasket but the bases are still 90 feet apart. It's still "three strikes you're out". My grandfather booed the umpire and cheered a home run in 1900. My father questioned a manager's decision to pinch hit in 1930. I thrilled to Duke Snider blasting one out in 1960. My son is only five but he knows to stand and sing for the 7th inning stretch in 1985. Baseball is a unique thread that binds us as a people and a society. My grandfather wouldn't understand 10% of what he would read in today's paper and would be dazed by the technological marvels around us. But take him to the ballpark and we could share a wonderful afternoon discussing baseball strategy.

I hope the foregoing prose will convey a sense of my lifelong love affair with the magic game of baseball. Attendance figures show that I am far from alone in my passion. It is for these reasons that I am so pleased with the veritable explosion of computerized baseball games within the past several months. I can't always get to the park and winters do seem long, but I can now sit down in front of the monitor and replay the '84 World Series. A bad day on the freeway coming home? Shut the door, boot the disk and cheer for Don Drysdale to get a third strike past Willie Mays. Nirvana!

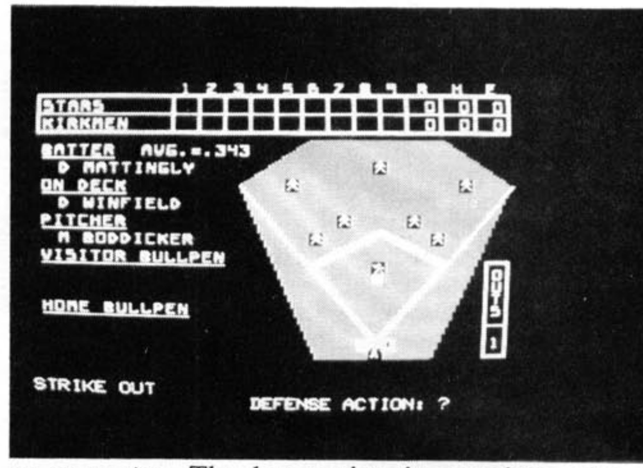
The following material will survey eight current programs. Space limitations will only allow an in-depth look at four of the programs. These four are "major" programs that are widely distributed and represent significant design features. This is not to disparage any of the other programs and I hope the comparison chart will permit readers to make informed decisions regarding ALL of the games.

COMPUTER BASEBALL

Strategic Simulations. 883 Stierlin Rd., Mtn.View CA 94043. Apple, Atari, C-64, IBM Circle #24 on Reader Card

Computer Baseball (CB) is the Pete Rose of the group. Released in 1981 it is "ancient" in relation to most computer games. But don't let the age fool you, it is still an All-Star program. It is a tribute to the designer's skills that the game remains one of the best on the market.

CB is easy to "get into". The documentation is clear and informative. You have the option of human vs human, human vs computer or computer



vs computer. The last option is especially nice if you want to see how your favorite team will fare against the league but you don't have the time to actually play every game yourself. Results of the game are ready for the screen or printer.

One of MY prime requirements for an excellent baseball program is the ability to update and compile stats. I enjoy playing a game and enjoy studying the cumulative stats. I do NOT enjoy compiling stats by hand. CB gets good marks in this category. It will update cumulative stats after each game and has a very clear format for printing stats. The negative is that it does not currently allow a manager to sort league leaders by category (HR, RBI, etc). Not critical but it would be a nice feature and may be available in future versions. *[Ed. Note: We run a computerized baseball league in the offices of CGW and are currently playtesting Computer Baseball Version 2.0 which will contain individual and league leader stat compilation. Designer Charlie Merrow hopes to have the new version available early this summer.]*

The sense of "reality" in the play of the game is a subjective matter but CB does a fairly good job in this category also. The limitation comes in the area of graphics. CB graphics are adequate but not great. CB begins by asking the game option (human vs human, etc). You are then led through menus that permit selection of teams and lineups. Graphics include the pitch to the batter and the flight of the batted ball. Fielders throw to the proper base. Runners do not "run" the bases but their running ratings appear at the base they occupy. Text is minimal but descriptive. "Strike out". "Shallow fly to left". "Ground ball to short".

One of the strengths of CB is the range of defensive options open to a manager. The infield can be All In, Guard Lines, Double Play, In at the Corners or Normal. The outfield can be Shallow or Normal. Baserunners can be held Tight, Loose or

Normal. The offensive manager also has a fairly wide of options for batters and runners.

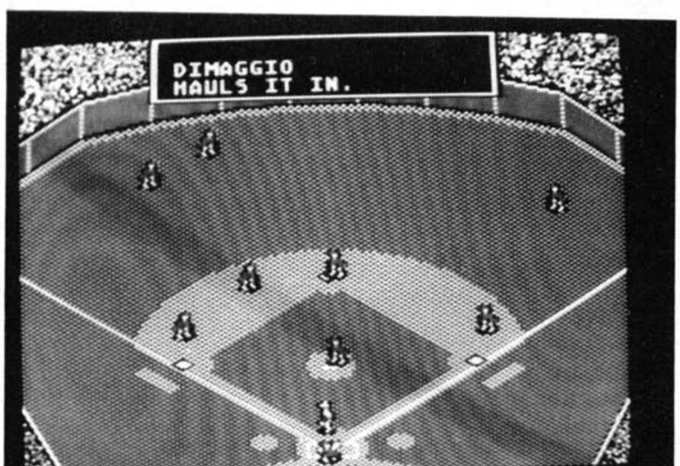
CB does a good job in the area of compiling stats and allowing owners to create their own teams. If you have the available stats you can create any team or league you wish, from your son's Little League squad to the 1985 All-Star game. However, to trade players or draft players (from existing teams) you must re-enter the stats for each player. It is not possible to simply tell the program to trade Dave Parker to Boston.

A nice touch for any sports game is the option to have the computer play the role of opposing manager. CB fills this requirement but it must be pointed out that "Casey" is not exactly the Earl Weaver of managers. The game program and player stats simply take up too much of the available 48/64K to permit really extensive artificial intelligence.

To give readers some idea of the popularity of computerized baseball games it was reported to CGW that Computer Baseball is approaching 30,000 copies sold. The bulk of these sales has come in the last year or so. Together with the introduction of several other new major products it is clear that consumers are enthusiastic about computers and baseball.

MICRO LEAGUE BASEBALL

Micro League Sports Assn. 28 E. Cleveland Ave., Newark DE 19711 (800)PLAYBAL. Apple, Atari, C-64 Circle #25 on Card



In baseball terms *Micro League Baseball* (MLB) is the hot new rookie on the squad. It has the endorsement of the Major League Players Association and you may have seen Sparky Anderson doing advertising spots for it on television. One of the members of Micro League's board of directors is Ruly Carpenter, former owner of the Philadelphia Phillies. It is clear that despite its young age MLB has deep baseball roots.

MLB has a very good menu procedure to get you into a game quickly. Your options are basically the same as the other games in that you choose teams, lineups, and starting pitchers. The standard game includes a selection of great teams of the past but specific season stat disks are available from the manufacturer. With the optional General Manager's Disk you can trade or draft players.

MLB breaks from the pack when the game begins. The graphics can only be described as fantastic. The flight of the ball is three-dimensional and is accompanied by text. Runners do "run" the bases. When a runner slides into second on a steal attempt there is a small cloud of dust near the bag. When a manager visits the mound you actually see him come out the dugout. He is joined on the mound by the other infielders as they talk with the pitcher. After an out (with the bases empty) the infielders fire the ball "around the horn". A baseball game, even a stat-based game, should be fun and MLB can honestly be described as a truly fun game to watch and play.

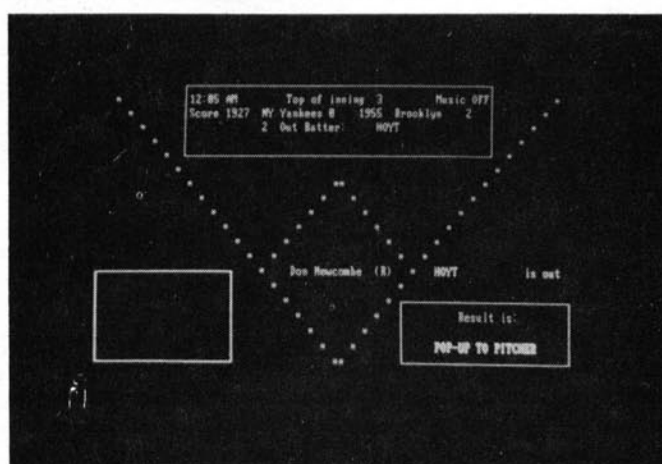
Although the graphics are good, it should not be forgotten that MLB is a stat-driven game. Our experience with the game is limited but the stat reproduction does seem to be good. Rickey Henderson will be excellent at stealing bases, Dave Kingman is a turtle. Dwight Gooden will rack up the K's.

Depending on your needs there are limitations with MLB. There is no inning by inning linescore, simply a summary of runs, hits and errors. No individual stats are kept by the program. If you wish to maintain individual stats it will have to be done by hand. However, Micro League indicates that a stat-compiler is under development.

Consumer support by Micro League appears to be excellent. There is an 800 phone number (800-PLAY-BAL) for orders and questions. One very nice touch that we would like to see all manufacturers emulate is a database of users. MLB publishes a newsletter which will keep owners up to date on new items and will help them to find opponents in their locality. Computer leagues provide great enjoyment and the newsletter will facilitate the formation of a league.

PRO MANAGER

The Avalon Hill Game Co. 4517 Harford Rd., Baltimore MD 21214. IBM Circle #26 on Reader Card



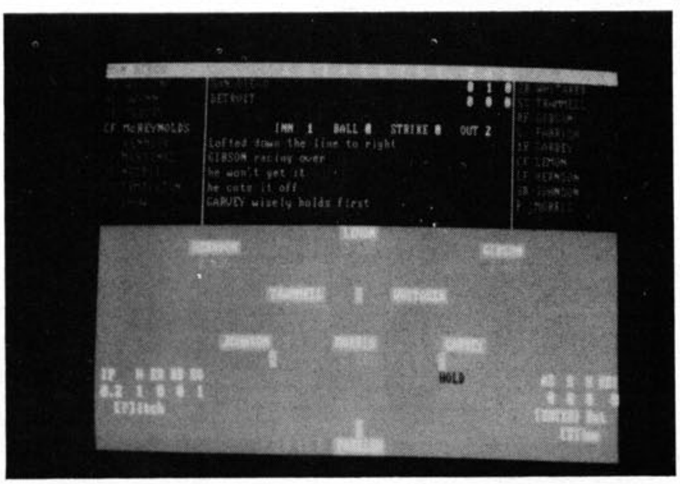
Pro Manager (PM) could be described as the DBaseIII of computer baseball games. If you don't use it as a baseball program you can still use it as a database manager. While the actual "play" of the game is not as graphically exciting as the other programs surveyed, it is *unchallenged* when it comes to stat handling ability.

PM comes with the 1984 Major League teams plus a selection of great teams of the past. The computer can manage one team but not both. Automatic (pre-selected) lineups are available for each team, thus making it easy to set up and play a game. The on-screen information, during play, is very good in the area of player stats. The graphics are minimal, consisting basically of the outline of a diamond with the batter and baserunner names appearing at the appropriate bases. The flight of the ball is not shown and the descriptive text is brief. "Lineout to left". "Hard single". As with the other games, the computer manager does not constitute a credible opponent.

It is after the last out is made that PM really starts to shine. It comes with the American, National and Old-Timers leagues and you can create your own Open League with drafted players from the other leagues or player stats you have entered. PM will maintain league standings. It will update and compile cumulative stats for each team and player. It will sort and print league leaders in each of the batting and pitching categories. PM is simply unsurpassed in the area of maintaining player stats.

APBA MAJOR LEAGUE PLAYERS BASEBALL

Random House Electronic Publ., 201 E. 50th St., New York NY 10022 IBM Circle #27 on Reader Card



This entry is the Dale Berra of computer games. The son, Computer APBA (CAPBA) is young to the game but his father has a long and continuing place in baseball. The APBA Game Company began producing a table-top baseball game in 1951 and is still going strong. Many knowledgeable baseball fans consider it the premier stat board game in existence. CAPBA (that is to say, *Major League Players Baseball*) is a totally faithful reproduction of the APBA Master Game, an advanced baseball stat game. For those familiar with the Master Game it has every feature plus one new item, pitcher fatigue. If any bias is evident in this review (although I hope not) it must be pointed out that the reviewer has enjoyed playing APBA for 25 years.

CAPBA comes with the 1984 teams (676 players). You can draft these players onto as many as 100 artificial teams, broken into as many leagues and divisions as you wish. Each stock team comes with a pre-selected standard lineup. You can save up to five specific lineups for each stock or created team. This makes the pre-game procedure go very quickly as you can instantly load your left-hand or right-hand hitting lineup at the touch of a key.

Graphics are minimal. You are shown the names of defensive players in their respective positions and their defensive abilities. The same goes for batters and runners. Two very nice features are the constantly updated stats for the pitcher and the game stats for each batter as he comes to the plate. Although the graphics are sparse, the designer made a wise decision to utilize the player's imagination to create excitement. Text descriptions of each play are fabulous. Each play gets about five lines of scrolled text. "It's a long drive to the gap". "Looks like trouble". "Jackson races to his right". "He dives for the ball". Pause... "He makes the catch!". Despite the number of such descriptions needed for each game it is possible to play an entire game without a phrase being repeated.

The after-game boxscore is tremendous. It contains the standard stats plus such items as put outs and assists by each player, injuries, ejections, balks, etc.

Unfortunately, nothing in life is perfect. The price ($89.95), in relation to similar games, is not cheap. The game does not currently compile cumulative stats. This feature is under development but not yet available. The game is not setup to have the computer act as manager. Given the serious weaknesses of ALL the computer managers of the other games I don't consider this a critical factor. The designer indicated that he would only add the option when he was convinced it would be a sophisticated decision maker. Again, this is under development. Finally, because of the wealth of text that describes each play, the game accesses the disk on every play (as does Pro Manager by the way). This means a lot of disk use (and wear) over the course of a season.

CAPBA is a thinking person's game. It requires *many* more decisions than any other game surveyed. Managers must decide whether to try for an extra base, make a throw to home or throw to a base to prevent the following runner's advancement. The depth of player ratings makes for more complex decisions. CAPBA utilizes all of the available official stats plus items not found in any of the other games. Catchers are rated for their throwing arms as well as overall defensive ability. The same for outfielders and infielders. Pitchers are rated for their move to first (affects stolen base success). Pitchers are rated for their frequency of hit batsmen, balks and wild pitches. Batters are individually rated for their ability to hit left or right handed pitchers. Runners are rated for steal success AND overall speed (two really different qualities). I could go on but I think you get the picture. Official stats are the foundation for a good stat game but subjective ratings are also very important. These can only be found (in such detail) in CAPBA.

STATISTICAL ACCURACY

Readers will note that I have only rated the various games' statistical accuracy (in the chart) in very general terms. To honestly review this category would require playing several hundred games with each program. Time constraints make this an impossibility. I have given the best idea I can, based on play of the games, talks with designers and analysis of the stats going into each game. I feel quite confident of my rating for CAPBA but the other ratings must be considered preliminary judgements.

WHICH GAME IS BEST?

It depends. Do you truly care for absolute statistical accuracy or do you prefer the excitement of super graphics? Do you want the computer to maintain cumulative stats or do you mind keeping them by hand (or not at all)? Which computer do you own? These variables make it impossible to rate one game as best. However, I can give general guidelines based on four categories of games. Arcade style is non-stat based but has great graphics. Beer and pretzels is a category for the player who is concerned with stat accuracy but more interested with a "fun" and easy game to play. Stat Solo is for the player who will be primarily playing alone. Stats accuracy is very important. Stat League is for players who wish to start leagues. Record keeping is of primary importance here. The games are listed in a very general order of reviewer preference. Computer Baseball Fever. Catch it!

Arcade Style:	Micro League, Star League, World's Greatest
Beer & Pretzels:	Micro League, Computer BB
Stat Solitaire:	CAPBA, Computer BB, Pro Manager
Stat League:	CAPBA, Computer BB, Pro Manager, Monday Morn

Monday Morning Manager. TK Computer Products, PO Box 9617 Downers Grove, IL 60515. Atari. Circle #28

World's Greatest Baseball Game. Epyx, Sunnyvale CA. C-64. Circle #29 on Reader Card

Baseball's Best. Windcrest Software, PO Box 423 Waynesboro, PA 17268. Atari. Circle #30 on Reader Card

Star League Baseball. Gamestar, 1302 State St. Santa Barbara CA 93101. Apple, Atari, C-64. Circle #31

BEFORE GAME

Program	Stat	Teams/Plyrs	Options	Off/Pitch	Doc.
CAPBA	Y	C/26	T/D	24/20	V Good
Computer BB	Y	CO/25	T/D/C	12/11	V Good
Micro League	Y	CO/25	T/D	13/10	V Good
Pro Manager	Y	CO/25	T/D/C	15/13	Fair
Monday Mrn Mgr	Y	CO/19	T/D/C	11/10	Fair
Baseball's Best	Y	O/25	T/D/C	9/7	Good
World's Greatest	Y	O/25	none	?	Fair
Star League	N	O/10	none	none	Good

Stat:	Stat based game (Yes/No)
Teams/Plyrs:	C=(1984 teams) O=(other) and # of players per team
Options:	T=trade players D=stock draft teams C=create new stats
Off/Pitch:	# of statistical catagories used to create batters/pitchers
Doc.:	subjective opinion on the quality of documentation

AFTER GAME

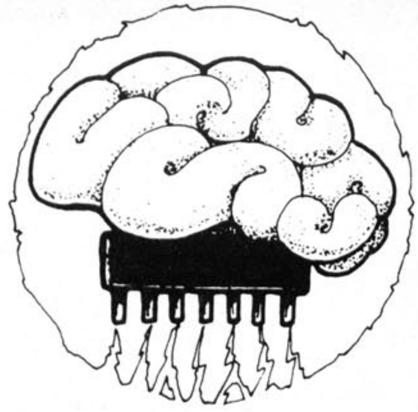
Program	Stat Accy	Scorecard	Compiles
CAPBA	V Good	LB 14/12/5	No
Computer BB	Good	LB 13/14/1	Yes
Micro League	Good	L	No
Pro Manager	Good	LB 10/6/0	Yes
Monday Mrn Mgr	Good	LB 12/11/0	Yes
Baseball's Best	Fair/Gd	LB 7/6/0	No
World's Greatest	Fair	L	No
Star League	NA	L	No

Stat Accuracy:	Explained in the review
Scorecard:	L=linescore B=boxscore and # offensive/pitching/defensive stats printed
Compiles:	Compiles season stats

DURING GAME

Program	Key/Paddle	Grphcs/Snd	Options	PH/PR	L/R	Events	SvGm	C Mgr
CAPBA	K	Fair/Yes	3/3/3/3	Y/Y	Y	RIE	N	T
Computer BB	K/P	Fair/No	3/3/8/3	Y/Y	Y	RI	Y	TOB
Micro League	K	V Gd/Yes	4/6/2/4	Y/Y	Y	none	Y	TO
Pro Manager	K	Poor/Yes	3/3/2/2	Y/Y	Y	none	N	TO
Monday Mrn Mgr	P	Good/Yes	2/3/3/2	Y/Y	N	none	N	TOB
Baseball's Best	P	Good/Yes	4/2/1/2	Y/Y	Y	none	N	T
World's Greatest	K/P	V Gd/Yes	3/2/1/2	N/N	N	none	N	TO
Star League	P	Good/Yes	2/8/0/1	N/N	N	none	N	TO

Key/Paddle:	Plays entered via keyboard and/or paddle
Graphics/Sound:	Quality of graphics/does program have sound?
Options:	# of manager options for Batting/Pitching/Defense/Running
PH/PR:	Ability to insert pinch hitter/runner
L/R:	Is batter's hitting affected by lefty/righty pitcher's arm?
Events:	Rare events R=rain I=injury E=ejections
Save Game:	Can you save a game in progress?
Comp. as manager:	T=Two player option O=computer will manage one team B=both teams



THE SILICON CEREBRUM

Social Values

by Bruce Webster

I recently read an unpublished article on computer games by Redmond Simonsen. For those of you who don't know him, Redmond was one of the "biggies" at Simulations Publications, Inc. (SPI), a now-defunct firm that brought out over 300 military and adventure (board) games and which for several years was the dominant influence in the wargame industry. In fact, a number of the computer wargames that have hit the shelves are simply unacknowledged (and unauthorized) computer implementations of "paper" wargames put out by SPI. But that's another story....

Anyway, the article by Simonsen, which critiqued the computer game market and made suggestions as to what a computer game should (and shouldn't) include, was very interesting and insightful. In the article he said that a major flaw of most computer games was that they did not have enough social interaction. When you play a board game with another human, you have a whole set of social and emotional influences that add a lot of flavor to the entire situation. When you play a game against a computer, you are playing again "the cold dead hand of an algorithm" (to use Redmond's words), and you know it. The computer doesn't learn, it doesn't adjust, it doesn't gasp or gloat, it doesn't even spill Pepsi on the map when it's losing. As a result, we soon "figure out" the computer, and tedium sets in until we stop playing. Or, worse yet, we start devising ways to cheat, even though (as Redmond points out), we would never think of cheating while playing a board game against other people (at least, most of us wouldn't). Finally, we get bored, and we go on to another game, or we stop playing computer games altogether (I play very few, since most can't hold my interest for any length of time.)

One of the main functions of artificial intelligence (AI) in computer games is to add that social element, that feeling that someone (or something) is staring back at you from the other side of the screen. Since this column covers AI, let's look at how we can inject some "life" into our games.

In role-playing games, one approach is to attempt to model personalities, so that people (or beings) that you encounter not only act in particular ways, but they also change their behavior to respond to yours. For example, we (Wayne Holder and I) did this on a *very* simple level in *SunDog*. In SunDog, it's possible to annoy bartenders and store clerks by wasting their time, constantly changing your mind, etc. The more annoyed they get, the more abusive their language becomes, until they finally tell you to get lost, then walk away from you. You can, however, restore yourself into their good graces by buying items from them. It's a small touch, though one many players enjoyed--until they figured out just what was happening and soon became used to it.

My plans for SunDog II were much more ambitious. (I say "were", since I am no longer with FTL Games, and they own all rights to SunDog). I wanted to develop a more complex emotional model for non-player characters (NPC), one that would allow for a variety of reactions. More importantly is that each character would have his/her/its own emotional makeup--discernible differences in personality and temperament. One bartender might cheerfully accept any hassle or insult, while another might as soon kill you as look at you. The model was never worked out in detail, but I thought I'd share what I did develop. Also, in all fairness, I must point out that a few of these concepts were inspired by an unpublished role-playing game that Howard Thompson (founder of both *The Space Gamer* and *Metagaming*, and pretty much the originator of "microgames" in the wargaming field) was developing a few years ago.

Each NPC has several personality attributes (patience, bravery, honesty, romance) that are modelled on a 0-to-100 basis, just like the "physical" attributes (intelligence, dexterity, strength, charisma, luck). Someone with all attributes at level 100 would be a saint; someone with all 0's would be quite unpleasant. Most of us (and most NPC's) fall somewhere in-between.

Each of the personality attributes (PA) corresponds to an "option pair":

Attribute	Option	Pair
patience	get angry	cooperate
bravery	run away	risk danger
honesty	lie	tell the truth
romance	be mercenary	be chivalrous
generosity	be greedy	be generous

These option pairs represent choices that an NPC may be called upon to make during the course of a game. For example, the NPC may get involved in an argument. His patience level will help determine if he tries to argue or to calm things down. Likewise, once a fight starts, his bravery and/or romance levels may determine whether he stays to fight or makes himself scarce.

The attributes themselves can be used in a number of ways. The simplest is to use them as probabilities. In a given situation, you might simply generate ("roll") a random number from 1 to 100 and use that to make your choice. If the "roll" is less than or equal to the attribute, then the NPC makes the "positive" choice; otherwise, he makes the "negative" choice. For example, for a "cooperate or argue" decision, and given that the patience PA is 60, a roll of 60 or less means that the NPC will

cooperate, while a roll of 61 or more means that he will argue.

An alternate simple method is to assign a cutoff level (or levels) for a given situation and simply compare the attribute(s). This level represents the amount of patience, bravery, or whatever needed to make a given choice. In a combat situation, you might set the level at 30 plus 10 point for each opponent. A fight against 3 opponents would then require a bravery level of 60 or more to avoid running away (or surrendering).

A more complex method could combine modifiers and probabilities. You might add, say, 10 to the "roll" for each opponent. If an NPC is deciding whether to fight three opponents, and he has a bravery level of 70, then he will only stay and fight if he rolls a 40 or less, since a roll of 41 would be adjusted to 71 (40 + 3x10 for each opponent).

Still more complexity comes when you consider that multiple attributes might come into play. For example, if the NPC is fighting to gain possession of something quite valuable, then a low generosity level (high greed) might induce him to stay even if he's not very brave. If instead he's fighting to help a friend or save a damsel in distress, then a high romance level could be significant. Conflicting attributes could make it really tough to guess which way an NPC would go in a given situation.

Now we can start making things really tricky. A confrontation usually doesn't immediately turn into a free-for-all or a great new friendship. Events have to work up to one situation or another. So for each attribute, let's give the NPC a "mood track". For bravery, the mood track might look like this:

```
|--------|----------|---------|---------|----------|
run away apologize stand firm confront risk danger
```

The NPC might start at "stand firm" and then make a bravery check (with all the modifications, combinations, and so on). If he passes by some amount--say by more than 10 points--then he would move over to "confront". If he fails by the same amount, he would move down to "apologize". However, if his roll is within 10 points of his actual bravery value, then he continues to "stand firm". For example, if his bravery attribute is 60, then here are the effects of the check roll (after all modifications):

Roll (with mods)	New State on Bravery Track
< 50	apologize
50 to 70	stand firm
> 70	confront

We assumed a margin of 10 points on either side in this case. The margin itself could be an attribute of the NPC, representing how "volatile" he is. A low margin would represent someone who changes moods rapidly--quick to take offense, quick to forgive. Someone with a high margin would be slow to shift moods, but having shifted, would be slow to return to normal.

Ah, but what is normal? The "normal" state might be the point on the mood track that roughly corresponds to the attribute level. Someone with a very low bravery level might start at "run away"

Continued on pg. 39

Atari Playfield

WHERE HAVE ALL THE GAMES GONE?

David Stone

The question of the day is "Are software companies going to continue developing games for the new Atari computers." Watching new games for the Atari dribble in to the local retail stores, I am beginning to know what it's like to come in fourth place in a three-man race. I guess what really hurts is that one of the machines, the IBM-PC, doesn't even purport to be a game machine. Yet there have been so many of them sold that a sizable PC game market is opening up, drawing talent away from more game-oriented computers like the Atari and C-64.

The battle is not lost however. Atari Corp. is still in the "orders phase". Many developers are waiting for the dust from the Winter Consumer Electronics Show to settle and for Atari's "movement phase" to begin before committing scarce company resources to a vigorous game development assault. Of course, if the forces of General Trameil (Atari's president) collapse, the game is over.

Clearly, the arcade game boom and "any 14 year old kid can program a hit game" days of the early '80's are over. Certain standards have been set and are now demanded in games. There are fewer games, but they are of an overall higher quality than the games that were flooding the market a few years back. Just compare the Game Ratings in the back of your CGW -- not only have many of the names changed, the quality has also.

One thing about excellence -- it makes it tough for the mediocre to compete. What appears to be left are the serious gamers (like you) and relatively fewer serious game companies. On the other end of the spectrum, there are now the Madison Avenue-types who think that to be mass-marketable, a game must be merchandised with the name of a personality on the box.

COMBO PAKS

Meanwhile, have you noticed that some software developers are now packaging C-64 and Atari games versions in the same box? This cuts down on their costs since about half the price you pay for a game goes to distribution costs. With such big savings you wonder why more companies don't do

"combo-packaging". Two big reasons. One, it's darn difficult to finish two versions of a game at the same time so they can be packaged and shipped together. And two, assuming one genius didn't create both versions, it's even harder to determine how to split the royalties between the C-64 programmer and the Atari programmer. What combo-packaging means to us Atari game players is that we have to remember to shop the C-64 section of the software stores to find all the Atari software releases.

One company that is moving full steam ahead in the Atari game market, and using "combo-packaging" is Datasoft -- the folks who brought you *Canyon Climber*, *Pooyan*, *Zaxxon*, and *The Sands of Egypt*. Datasoft has three games of interest due for release in mid to late summer: *Alternate Reality*, *Zorro*, and *Goonies*. Plus, for the arcade addicts they're working on home computer versions of *Pole Position II* and *Elevator Action*.

From all descriptions *Alternate Reality* is more sophisticated than Datasoft's earlier joystick-oriented fare. The Atari version of this game is finished but they are waiting until the C-64 version is done so they can be sold in a "Combo-pak". *Zorro* is a multi-screen challenge with some "problem-solving". *Goonies* will be tied-in with Steven Spielberg's next block buster of the same name. WHO YA' GONNA' CALL?

Let's hope that *Goonies* (the game) is as at least as innovative as *Ghostbusters* by David Crane (Activision) -- but easier to win. The Atari version of *Ghostbusters* offers some unique game challenges and, despite its fast production time, Crane and Glyn Anderson (who adapted the game for the Atari) developed a entertaining arcade-type game.

MORE ON THE ST'S

So, how long will it be before we see *Ghostbusters*, *Goonies*, or any other game for that matter, on the ST's (Atari's new line of large memory thirty-two bit machines)?The answer is that no one knows. Jack Trameil, president of Atari and former head of Commodore, may be working with new machines, but he is apparently playing the same old game. Namely, announce a delivery date, then let it slip in the hope that consumers will put off their purchase of a competitor's machine.

In the meanwhile, Atari Corp is selling ST development systems to software developers (at prices well-above those that Atari announced consumers will be paying when the systems are finally released). These machines offer a whole new world of programming challenges. I recently saw a 520 demonstrated, and I am firmly convinced that it will take at least a year after the first "production model" rolls off the line (this summer?) before game designers and programmers develop a full library of programming utilities to take real advantage of the GEM graphics system resident in the new computers. When they do, get ready for easy to play games that offer plenty of pop-on windows and impressive color graphics. Imagine the design features of the first game on the market that says on the box "512K REQUIRED"!

AT THE GATES OF MOSCOW 1941



COMPUTER FEATURES:

- Two player, multi-player and solitaire Soviets.
- Players place their units where they see fit, NO pre set up as in other games.
- The units can be hidden or exposed on the map.
- This is the largest computer wargame to date over 2,960 hexes.
- Realistic sound effects made for use of the mocking board.
- The computer game can be played on any Apple computer system.
- One side of the disk for 48k players and the backside for 64k players.
- Special detail intelligence rules making the games even more realistic.
- Players can stack up to four units to a hex, not two most games allow.
- Over 10 different types of units.
- Over 10 different types of terrain.
- Secondly roads disappear during mud turns right from the screen.

SPECIAL FEATURES IN BOTH GAMES:

- Division-level game with brigade build ups and breakdowns.
- Very detailed and realistic supply system.
- Headquarter and command abilities.
- Air units which can terror bomb, do ground support,interception, and interdiction missions.
- Special German Actions, such as German guard duties, mud duties and garrison units.
- Special Soviet Actions such as Soviet militia building, fort construction, entrenchment construction, ski units and paratroopers.
- Detailed weather rules.
- Special rules covering Moscow surrender, Stalin reserve,Stalin and Hitler directives and leaders which have 8 different abilities.
- Two detail ways of handing the victory conditions.
- There is still much much more for players to do. Find out what it took to be an army commander on the eastern front in 1941. So, for the wargame that has it all, play AT THE GATES OF MOSCOW 1941.

Deep in Russia, September 30, 1941. The easy victories of the 1941 Campaign are over. Now the mud, the frost and the massed Red Army reserves bar the way as the German Army launches its last desperate lunge for Moscow.

BOARD FEATURES:

- A second booklet for detail solitaire playing for either side.
- Two "21 X 26" and "7 X 21" **mapsheets**
- Two counter sheets, totaling over 450 counters.

THREE FANTASTIC GAMES!!
A BOARD GAME, COMPUTER GAME AND A SOLITAIRE GAME.

For all Apple computer versions.
Coming soon Atari and Commodore '64.

Computer Version $45.95
Board Version $20.95

COMING THIS JUNE FROM SGP AND....PERRY MOORE AND STEVE SICKELS.

OPERATION WINTERSTORM

The game includes: detailed map based on actual WW2 maps, detailed order of battles, 238 die cut counters, several scenarios which might have occurred.

Rules cover: 6th Army's breakout attempt (Operation Thunderclap), air power, historical weather, troop quality, artillery, air supply, Tiger tanks, units from battalions to divisions, improved positions, combined arms.

This game is the most accurate and detailed on the Stalingrad relief operation. To this day, General Mainstein of Army Group Don maintains that success was very possible. Now you can explore the possibilities.

DUEL FOR ATLANTA

Duel for Atlanta allows two players to refight this campaign, utilizing one map and 200 counters. Each game turn represents two days of real time, units represent divisions and brigades in increments of 500 men. Rules highlights include historical leadership ability, two-tiered supply considerations, weather, railroads, improved positions, limited intelligence and a combat system that rewards advanced planning. Multiple scenarios allow it to be enjoyed in a short evening or savored over a weekend. Duel For Atlanta is designed with simple mechanics to clarify the conceptually difficult command decisions that each player will have to make during the course of play.

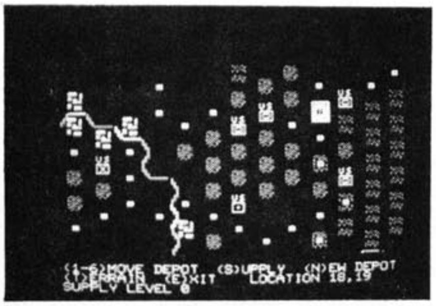
If there are no convenient stores near you, VISA & Mastercard & American Express holders can order directly by calling (718) 948-2384. Please specify computer or board format and add $2.00 for shipping and handling.

To order by mail, send your check to: STRATEGIC GAMES PUBLICATIONS, INC., 227 Sinclair Avenue, Staten Island, N.Y. 10312. (New York residents add 8.25% sales tax).

Circle Reader Service #53

REFORGER'88

Name:	Reforger '88
Type:	Wargame
System:	Apple, Atari
#Players:	1-2
Author:	Gary Grigsby
Price:	$59.95
Publisher:	Strategic Simulations Mountain View, CA



REFORGER '88 reflects the same kind of careful research and exciting game theory which the hobby has come to expect from Gary Grigsby after games like Guadalcanal Campaign, Carrier Force, Objective Kursk, and War In Russia. In this simulation, a hypothetical invasion of the Fulda Gap by Warsaw Pact forces with the main objective of securing Rhein-Main Air Force Base near Frankfurt, U. S. and West German forces must fight a holding action against the Soviet and East German aggressors in order for the superior replacement capability of the NATO forces to take its toll upon the communists. The game can be described as grand tactical warfare in that the player is concerned with unit to unit battle where terrain and target selection is vital to success, but where the player must also be concerned with over-all supply appropriations, air superiority and/or target definition, and air reconnaissance usually reserved to strategic decision makers. The game thus boasts a fine mix of two levels of decision making where many games opt for either a strategic or tactical level. In the solitaire mode, the player is limited to playing the NATO forces. Of course, this must of necessity limit its appeal to the aggressive player who wants to play a computer opponent. In the two player version, the game plays smoothly and is friendly enough to allow an exciting game to be played in one afternoon.

Grigsby wastes little programming time on superfluous "whistles and bells" like title pages and unnecessary graphics. Instead, he offers helpful functions like "auto-move depot." This function enables the supply depots to reach the front lines very rapidly, limiting the necessity of the player trying to figure out the best route to the front. Once the depot has stopped near the front lines, the player can maneuver it to supply the units he most needs to supply. The presentation of the game could have been improved, however, if the coated maps would have been printed with map coordinates. Play could have been speeded up considerably with that minor addition.

As in most of Grigsby's land operations games, supply is a very important factor. Unsupplied units find themselves not only practically defenseless, but unable to move, as well. It isn't pleasant to be a sitting duck when five or more Warsaw Pact units surround you. The successful player will read the rules on supply carefully and apply significant effort to come within the required two hexes in order to supply all of his units.

The second most important factor in winning the game is the Air Mission Allocation Phase. The most important mission is "air superiority." It doesn't matter how many combat points the player can place on a "ground attack," he will lose an inappropriate amount of planes if the enemy's "air superiority" is significantly greater than his own. I have found that the NATO player is wise to use all of his F-15s and F-16 Falcons, as well as most of the Tornadoes, on "air superiority" missions, so that the Phantoms, F-111s, A-10s, PAH-1s and AH-64s will have a reasonable chance of survival. This suggested allocation has the advantage of using each of the planes according to their strongest combat point values (except for the Tornadoes which have a better ground attack rating, but are desperately needed to counterbalance the Warsaw Pact "air superiority" because their 9 CP is third highest in "air superiority" missions.

Then, just when a player thinks he has the mechanics of the game in hand, he must learn to be alert to two very important Warsaw Pact advantages, paratroopers and chemical warfare. For the best strategic use of paratroopers, see CGW 5.2's Strategically Speaking. In chemical warfare, the Warsaw Pact needs to have strategic objectives in mind, since the doubling of the effectiveness of airstrikes and bombardments is halved when used against a combat group which has previously experienced a chemical attack. It is foolish, then, to use chemical warfare so early in the game that its strategic value and demoralizing effect isn't available when NATO's defensive forces dig in.

One last brief hint is in order. Unlike some games (and of course, real battles) where the same piece of land, hill or city block is taken and retaken numerous times, the defensive goal of NATO means that once the Warsaw Pact forces enter a city hex the NATO forces can never retake it. Therefore, it is vital that the NATO player meet the enemy before the city hex attacks. In this way, the NATO player may retreat into the city if he is defeated and take full advantage of the city's defensive terrain effects.

REFORGER '88 is an excellent game using a free-flowing and user-friendly system which is satisfying to play from the initial boot to the last turn of battle. It is the product of an incredible amount of research and even a perusal of the list of weapon systems makes some Pentagon budget considerations seem clearer. The game is destined for a great deal of playing time and a long shelf life.

Jasper Sylvester

TWO BASKETBALL GAMES

Names:	Final Four College Basketball Basketball: The Pro Game
Type:	Sports Simulations
System:	Apple
Author:	Lance Haffner
Publisher:	Lance Haffner Games P.O. Box 100594 Nashville, TN 37210



With the tremendous number of computer games hitting the market each year, it is indeed rare to be able to point to a release and say "one of a kind". But that's exactly what Final Four College Basketball and Basketball: The Pro Game are. Both come from Lance Haffner games and both are currently available only for the Apple. Plans are currently being laid for conversions to the Commodore 64 and the IBM PC.

There are three requirements to enjoy these two basketball simulations. First, you must have an imagination. These games are all text so it is imperative that you be able to feel the excitement, hear the squeak of the sneakers and visualize the stuffs and the blocks in order to get a real flavor of the sports from these games. Second, you must be historically oriented to the sport. The idea of seeing teams from the past battle it out with each other or with teams from the present has to get the blood pumping. Finally, you need to know the sport.

The college basketball game was the greatest undertaking, as there are 230 teams included in the game. Over 160 are from last season and the others are great teams from seasons past. What makes that such a big job is that there is no one reference work that gives all of the statistics necessary. Putting together those teams involved many phone calls and letters to universities around the country.

That painstaking work makes it possible to put say last year's NCAA champions, the Georgetown Hoyas, up against the unbeaten 1976 champion Indiana Hoosiers. When I played that matchup, Indiana opened an eight-point halftime lead and held the Hoyas even in the second half for a 76-68 win. Scott May had 24 points and 13 rebounds to lead the Hoosiers. Patrick Ewing had 16 points and eight caroms for the Hoyas.

In the college game, the player picks his starting lineup and the other player (or the computer) selects his. Each then picks the type of defense (tight man-to-man, sagging zone, trapping zone, match-up

zone or loose man-to-man) and whether his team will press after each basket. On offense, the choices are normal, safe or aggressive. There are even provisions down the stretch for intentional fouls.

Each team is given time outs. Then, and during dead ball situations, substitutions can be made and any of the offensive or defensive selections can be changed. As the game goes on, players will tire at a rate based upon a player's real playing time. If a tired player isn't removed, he will become exhausted and his performance will become even poorer. As a player waits on the bench, he will eventually become rested.

The pro game is very similar. There are 81 teams included, going back to 1955. The man-to-man defensive choices are; regular, sagging, trapping, tight and loose (zone is not available). There is also a 24-second clock in the pro game, as opposed to the college version's optional 45-second clock. A three-point shot is also available in the pro game.

While testing the game, the most interesting pro matchup came when the Wilt Chamberlain-led 1972 Lakers tested the Kareen Abdul-Jabbar-led 1980 Lakers. The '72 version won the fourth quarter 30-16 on its way to a 127-103 victory. The key was a whopping 64-36 rebound advantage. Chamberlain had 13 rebounds and 21 points. Gail Goodrich had 28 points. Jabbar had 22 points but only eight boards, but Magic Johnson had 12 points and a like number of rebounds.

The statistics printed out at game's end are excellent. For colleges, field goals made and attempted, free throws made and attempted, rebounds, points and fouls are recorded. For the pro game assists and blocks are tallied also.

There are some problems with the game. First, the keyboard is the only input device. Which means both players need to huddle around the keyboard or one needs to be designated as the keyboard controller. Also, the computer as a coach sometimes leaves a little to be desired. Sometimes, for example, he will wait to long to take out a tired player, leaving him out of the game too long.

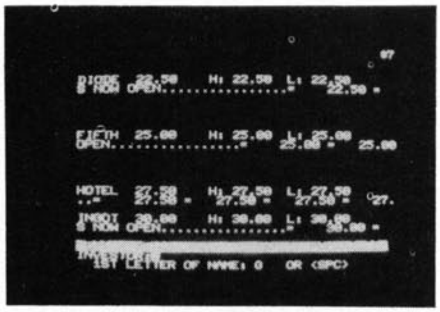
On the plus side there is a utility to help you create your own college and pro teams if you have the necessary statistics. Overall, it is a well thought-out pair of games that certainly fills a void in the computer gaming world.

Rick Teverbaugh

Circle Reader Service #37

VIDEO STOCK MARKET

```
NAME:        Video Stock Market
TYPE:        Strategy
SYSTEM:      Apple II Family
# PLAYERS:   1-4
AUTHOR:      Greg Berckes
PUBLISHER:   Computer Adversary
             Publishing
             225 Ridge Court
             Marion, Iowa 52302
```



The screen looks like the electronic ticker tape above a trading floor of a regional stock market and the "real time" nature of the dynamic market environment effectively simulates a reality missing from many investment strategy games. The game also offers an advantage over several investment strategy games in that several players may compete in the same market environment. Those who want a "beer and pretzels" type of investment game will be pleased with the fast-moving and "tongue-in-cheek" VIDEO STOCK MARKET (VSM). However, it doesn't really allow for investment simulations which reflect actual investment conditions or for use of a consistent strategy. In the first place, NONE of the securities offered have a reasonably good long-term outlook. For example, GLASS doesn't offer much hope, since stained-glass windows for churches is a shrinking market. This investment is, indeed, as the documentation notes, "...a shattering experience." Further, who would want to invest in a company like FIFTH, a distillery whose executives would like to "...drink up all the profits." All the companies have something of major significance wrong with them. Perhaps, the intent of the game is for the investor/player to examine their real-life prospecti more carefully prior to investing.

Secondly, the lack of information and news (other than the negative corporate synopses provided in the short documentation) would preclude any sound investment decisions. All decisions in VSM must be made upon market performance in a given game and that can change far more rapidly than in the "real" stock market.

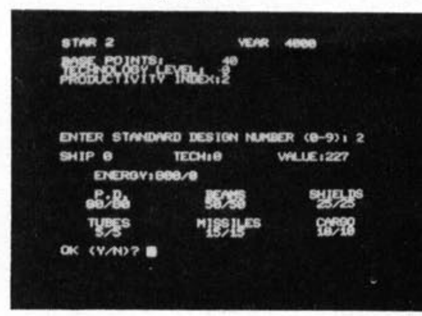
VSM does have its interesting facets, however. Even in the solitaire game, the player must attempt to defeat 4 basic approaches. The first approach is that of purchasing stock at the beginning of the game and holding it until the end. Timothy, another computer player, will sell all his stock each day in order to purchase the stock which closed lowest on the day before. Gregory, another computer player, only buys and sells at the beginning of the week on the basis of the stock which performed best in the previous week. Helena, the most conservative computer opponent, simply invests her money in a local bank and counting her interest. The object of the game is to make the most money in a period of 12 weeks. It's a quick (averages 1 and 1/2 hr.) and easy game, useful as a light and friendly evening among other "beer and pretzel" games.

Jasper Sylvester

Circle Reader Service #38

BERSERKER RAIDS

```
NAME:        Berserker Raids
TYPE:        Strategy/Wargame
SYSTEM:      Apple II/Atari
             IBM-PC/C-64
FORMAT:      Disk
#PLAYERS:    1 or 2
AUTHORS:     Lloyd Johnson
             Fred Saberhagen
PRICE:       $34.95
PUBLISHER:   Berserker Works Ltd.
             P.O. Box 14268
             Albuquerque,NM
             87191
```



Johann Karlsen entered the bridge of Nogara's flagship, NIRVANA. "We can't defeat them. We need another year, at least, to have a functional squadron. We must retreat."

"Do you think that lifeless killing machine is just going to allow us to retreat? Hit them with what we've got. It'll have to be enough!" The first lesson one learns in Berserker Raids is that the documentation can be deceiving. Page 8 clearly states, "Although the berserker enters the game in year 4030 in this Trial Game, you will probably have an additional 20 to 40 years before the berserker discovers your planet." However, in more than one playing of the game the berserker arrived at Esteel (The home planet in Saberhagen's stories, not specified in the game) in 4030, the earliest possible arrival. Needless to say, the conservative strategy outlined in the documentation isn't sufficient when this occurs. In most cases,however, one would do well to follow the documentation carefully if one intends to do well in playing the game.

Berserker Raids is based on the short stories by Fred Saberhagen in the '60s about automated killing machines who functioned as mammoth space fortresses with psychopathic programming. The game itself plays similarly to Avalon Hill's Andromeda Conquest or SSI's Imperium Galactum in that much of the game consists in allocating resources toward conquering, controlling, and/or defending a galaxy which is displayed on the screen as a grid map. Like the games of this genre, graphics are limited to a graphics page title sequence and the rest of the game is primarily a text/grid strategy game. Like the games mentioned above, Berserker Raids plays primarily as a strategic level game in which resource allocations and ship design play a major part in whether he/she will defeat the berserker. The tactical battle depends on some ability with naval tactics, in general, but there are very few tactical options open to the squadron commander or planetary defender if the strategic portion of the game isn't played flawlessly. One should not get the idea, however, that Berserker Raids is a clone of those games. Instead, BR offers 10 different scenarios, each with a different strategic problem to solve.

Trial Game is a typical space empire game,except that the artificial intelligence does attack the player's forces (which does not occur in most space empire games). In Talevian Outpost, the next step up from the Trial Game, the human player is faced with a logistics problem. He/she must defend a planet with an out-of-date fleet by refurbishing the fleet, even though most of his/her fighting resources are more than 10 light years away. Asoka Pass is a scenario where the human player must expend his/her ingenuity in attempting to consolidate the forces of five allied worlds at the strongest base for defense and shipbuilding before the berserkers attack. The name of the scenario seems ironic because the human player must watch the berserker conquer planet after planet before the climactic battle takes place on the chosen world. In Saberhagen's story, Stone Place, the commander in chief of the human forces is heavily criticized for letting the planet ATSOG be conquered, while waiting for the bataille d' resistance to take place. My personal favorite is the scenario entitled, The Royalty Returns. In this scenario, each of the human players wants to hold the galactic throne, but the problem is that they both need each other's fleets intact to survive the berserker menace. The human players must balance the threat and the throne on a precarious scale of strategy in order to win.

Berserker Raids is a satisfying game on several different levels. The solitaire version is challenging, but the addition of another human player adds a dimension of intrigue, negotiation, and strategy that makes it even better. I have seen few game systems that played equally well in both modes and I really appreciate that. BR is an excellent buy because it encompasses so many different types of space games in one. The documentation is exceedingly userfriendly, as it contains step-by-step procedures, strategies, statistics, maps and hints. It also includes the equations and probabilities upon which the system is based on. It would be nice if more games followed this procedure.

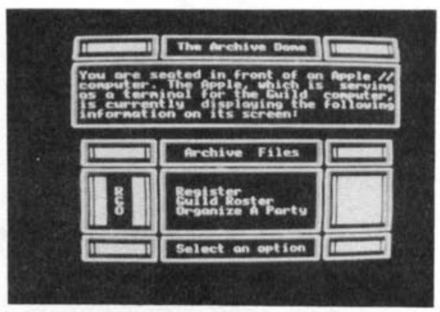
Berserker Works Ltd. doesn't plan to stop at this system, however. The sequel game to BR is Wings Out Of Shadow, which uses a game map, as well as adventure and arcade format in order to simulate exploration of the Taynarus Nebula and a possible boarding party of berserker robots attacking your flagship, Judith. It looks as though the publisher plans to develop a whole line of games which can effectively simulate all the strategic, tactical and individual heroics in the Berserker series. I wouldn't hesitate to recommend Berserker Raids to any Saberhagen or space conquest fan.

Jasper Sylvester

Circle Reader Service #39

TIMESHIP

NAME:	Timeship
TYPE:	Role-Playing Adventure
SYSTEM:	Apple II
FORMAT:	Disk
#PLAYERS:	1-4
AUTHORS:	Jamie Su Herbie Brennan
PRICE:	$44.95
PUBLISHER:	Five Star Software P. O. Box 631 Elk Grove Village, IL 60007



Judith Kane knelt on the dais and carefully read the plaque mounted below the coffin. "Murder Most Fowl!" the inscription read. "Hmm!" thought Kane with her best Sam Spade cynicism showing through, "looks like I'll be able to pin this one on Howard the Duck." She left the dais and braved the mist which surrounded it, while Bertram Trenchcoat, an amazingly inept android assistant, followed. Suddenly, (most violence takes place suddenly in a 20th Century mystery), a band of mist dwellers attack. Judith fired her trusty Smith & Wesson, only to discover that she had missed the short, squat mist dweller who was closing on her. "Drat," she cursed in a 1940's euphemism, "Sam Spade wouldn't have missed!" The mist dweller attacked and slashed her knee. "Wasn't it supposed to be a blackjack to the back of the head?" She fired again and watched the attacking mist dweller fall to the orange colored dust in agonizing death, then wheeled to face the next attacker.

TIMESHIP (TS) isn't just another adventure game. It's a role-playing system. In TS, the player(s) are allowed to travel the time stream through an ancient knowledge of mind power and universal energy. The documentation for the system is excellent in establishing the parameters for the game milieu. The conception of the timestream is interesting, being dissimilar to such systems as portrayed by Poul Anderson (ANNALS OF THE TIME PATROL), Gordon Eklunds (SERVING IN TIME), Clifford Simak (MASTODONIA), or Robert Silverberg (UP THE LINE). It looks like it will be a wide open game system, as a result. Unlike many systems which are restricted to a certain time frame, the task and/or adventure modules which are to be published at a later date will be free to explore any historical or ahistorical era.

The documentation aids the first time player in setting up the system by guiding the novice through the process of creating a data and player disk. The player disk will be able to hold character files for up to 10 players. After creating the data and player disks, the program prepares the player for play and allows the character generation process (Time Traveller's Guild Registration) to begin. Like many role-playing systems, TS begins by quantifying attributes. Unlike some RPG systems, the quantities by which the basic attributes are described are player determined (not randomly assigned). These attributes are: Strength, Charisma, Dexterity, Endurance, and Intelligence. The experienced RPG player will be familiar with their functions within the system. All five attributes begin with a value of 50 (below average) and the player has 60 points to spend in creating the character (60 pts. is average, 70 pts. = above average, 90 pts. = exceptional quality and 99 pts. is the maximum allowed). Next, the player gets to modify his combat skills. Each weapon skill (knife, sword (lt.-hvy.), bow, spear, mace, battle axe, revolver, sub-machine gun,

laser pistol etc.) has a Weapons To Hit Number (WTHN) which reflects the character's proficiency with that weapon (within 19 different categories). Each WTHN begins at 60 and, since the lower the WTHN the more likely a character is to hit, the player is given 60 points to subtract from the 19 WTHN categories. That concludes the character generation (or Guild Registration) process.

Next, in the tradition of most role-playing systems, the player has the responsibility of equipping his character. Of course, it makes a difference where one is going in time as to what he/she will need on the adventure. In MURDER AT THE END OF TIME, the introductory module which is packaged with the basic system, the player is warned that weaponry is probably limited to 20th century standard detective issue. The player is also warned in the module fact sheet that many objects which were brought into the Timestream will be lost or will decrease in effectiveness. These factors and the opportunity to choose one's own equipment enhance the interest in this game.

Alas, the introductory module is not nearly as well executed as the game system. The game system requires consideration of one's "Charisma" value, but interaction with NPC's and suspects is exceedingly limited. For example, at one point the character meets a nymph in the woods. In attempting to initiate any form of dialogue and/or interrogation with her, the character is put off with the statement that she isn't to talk to strangers. At another point, when the character tries to interrogate the "butler" of the deceased, he is told that Igorr can't hear. Further, one would think that after all the time spent on creating a combat ready character that one would be able to initiate combat. This is not always true. If one attempts to attack Igorr, the player is told that Igorr isn't affected by the character's attack on his knee. I find it difficult to believe that a revolver bullet is going to be ignored as a pathetic attack, even if it is directed at the victim's knee. Why create an elaborate and well-thought out combat system in order to use it against mist dwellers and not against obstacles to one's investigation.

Even the module has some nice features, however. I particularly enjoyed seeing what the program does when an obscenity is typed in. The program says , "Say you're sorry, you silly fool." It will not accept any further input from the keyboard until the word, "sorry," is entered. I also found the graphics in the module and the fast-scrolling text pages for the basic system to be esthetically pleasing. However, the module contains too many dead ends, some which act like a deus ex machina. For example, knowing that to press a certain button causes the character to fall through an iris opening and into the cargo hold of an alien vessel, Judith Kane tied a rope to a stationary object and pushed the button. When Judith couldn't find an exit from the cargo hold, she started to climb out on the rope, only to have an unseen mist dweller pull the rope up and out of her reach, moments before she grasped it. Further, there are many occasions where it might be advantageous to do something destructive in order to escape or investigate, but the program will simply not let one do so. The spelling errors are also distracting. It is highly unlikely that the deceased was killed with a wooden "steak," unless it was stage prop food with a very sharp edge. Further, one is given the impression I noted at the beginning of this review that the phrase, "Murder Most Fowl," is an important clue. Watch the spelling errors and avoid frustration.

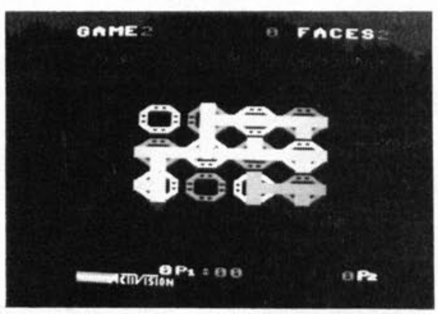
I am impressed with TS as a potentially interesting game system, but was disappointed with the way the introductory module failed to make use of the strengths of the system. One can only hope that the future task (where the character must perform one action, i.e. assassination, rescue, etc.) and adventure (where the character is allowed to explore a time milieu in order to solve a given problem) modules will use more of the built-in features of the system. If the future modules will exploit those strengths, Five Star will give Infocom some terrific competition.

Jasper Sylvester

Circle Reader Service #40

ZENJI

Name: Zenji
Type: Abstract
System: C-64
Publisher: Activision
Mountain View,CA



Many people play video games in search of the "flow" experience--that near-mystical experience where you forget yourself, where you and the game become one and your flawless performance seems to come from somewhere deep inside you. Some find it in Defender, others in Centipede or Pac-Man. How wonderful it was to find it in an elegant, beautifully crafted game named Zenji.

Zenji is a delight to both the senses and the mind. Its object is simple enough--to connect a grid of T, I and L-shaped pieces to a central section by rotating so as to create pathways. Pieces connected to a central "source" turn green; along the path available to it; when you get to the center of a piece, you can rotate it by holding down the joystick button and moving the joystick right or left (I tested the Atari 400/800 version). You start with five "faces" and "lose face" (groan!) when the timer at the bottom of the screen goes to zero or when you are touched by the Spirits of Illusion (wandering adversaries that appear at higher levels) or the Flames of Desire they sometimes shoot at you. And while a delicate, oriental tune enhances game play, an urgent, concentration-breaking dit-dit sound appears at higher levels. You score points for touching vanishing bonus pieces and for connecting all pieces to the source in the lease amount of time.

Though the game seems leisurely, it is not. It is a puzzle with a time limit. The puzzle itself is exquisite because any move (rotating a piece) changes pieces across the width of the board. With ten seconds on the clock and one piece unconnected, you may suddenly realize that several key pieces must be reoriented to provide a different set of paths that reconnect all the pieces--and when your hands make that connection on the last second while your brain stares dully in indecision, you know you've accomplished something.

As with most videogames, you must play several rounds of Zenji before you stop feeling intimidated by it. Fortunately, the first two levels are 3-by-4; the later levels get larger (up to 7-by-6) and faster. Your first scores will be 2,000 to 4,000 but you will soon progress to game scores of 7,000 to 10,000. My highest score so far is around 16,000, and a friend has (sigh) doubled that.

This game is not for everyone. It left about half the people unimpressed, but delighted and overwhelmed the rest. Unfortunately, there is no "pause" key for the game. For a slow learner like me, I wanted time to pause between levels (well, to study the board, actually) but I suspect the game was done this way to prevent insight into the design of successive levels. Also, on the Atari version, you cannot start the next game by hitting the fire button. You must reach over to the computer and hit the start button.

Finally, I have two strategy hints to maximize your score, go for the vanishing bonus pieces as quickly as you can without risking losing a life--you will never get high scores by completing levels alone. Second, one way to survive the dangerous "illusion" adversaries on the higher levels is to quickly isolate at least one of them in an unconnected corner of the board. Done correctly, you can interconnect most of the board, then, by turning a key piece, connect the remaining portion and thus end the level before the adversary can touch you.

If you like geometric puzzles and games like Othello, you should like Zenji. It is a potential classic and gives exceptional value for the money.

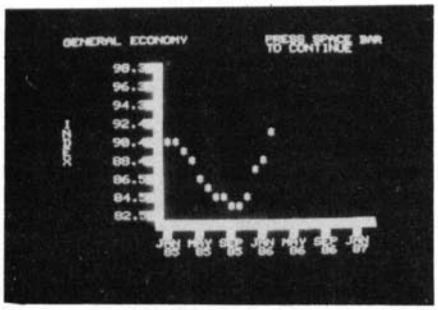
Gregg Williams

Circle Reader Service #41

Name of the Game, Dispatches, Come Cast a Spell, Learning Game, Commodore Key, and Strategically Speaking are all on vacation this issue. They will return.

SQUIRE

NAME:	Squire
TYPE	Strategy
SYSTEM:	Many
FORMAT:	Diskette
# PLAYERS:	1
AUTHOR:	Jim Zuber
PRICE:	Varies with system
PUBLISHER:	Blue Chip Software Woodland Hills, CA



"I'm tired of playing this game. It doesn't have anything to do with reality!" If you've ever felt that way about financial strategy games, you've never played any of Blue Chip Software's simulations. Each new program reflects more and more sophisticated investment mechanisms. SQUIRE is another step up from MILLIONAIRE (reviewed in CGW 3.2) and its fascinating cousins, TYCOON and BARON (reviewed in CGW 4.3). However, where MILLIONAIRE only allowed investments in the stock market, TYCOON only allowed investments in commodities, and BARON only allowed investments in real estate, SQUIRE recognizes that the astute investor uses more than one medium of financial manipulation and needs a balance of investments to be successful. Therefore, SQUIRE uses a combination of the three former games and then some. In addition to common stocks, commodities, and real estate, the investor is now allowed to invest in bonds, collectibles, money market accounts, IRA's, oil and gas exploration, and cattle feeding. The latter three items are extremely significant from a tax shelter perspective and one of the important features of SQUIRE is the necessity of being sensitive to tax liability and how to reduce it. Further, SQUIRE has a "reality mode" option which allows "player-investors to input their actual investments, income needs, and interim goals in order to test their financial planning against several of SQUIRE's market environments. Once again, Blue Chip has given us a tutorial, as well as a game.

Friends of the other Blue Chip family simulations will be comfortable with the format of SQUIRE. It features the same basic sequence of general graph (of the economy), Financial News summary, price change summary, historical graphs, and command mode. It has added a retirement status bar graph to aid the player's evaluation of his/her investment strategy's performance. There is also an improvement in the game mechanics. It appears that the Financial News, while still important, is not as easily interpreted or functional as in MILLIONAIRE or TYCOON. This was the only flaw in TYCOON, since an astute player could tell exactly what was going to happen from the concentrated bits and pieces of the news. Instead of giving the player more "red herrings" to choose from (as is most often the case in the real financial press), Zuber has chosen to give the player less overt indicators. This adds rather than subtracts from the realism.

Those who enjoy playing BARON and are amused by the unexpected events, which make one both chuckle and groan at the same time, will be pleased to note that they are also in SQUIRE. After all, one can't foresee every emergency in planning for one's financial future, can one? The strategies which may be found useful in the other simulations (like "dollar cost averaging" in CGW 3.2 and the fundamentalist approach in CGW 4.3) are workable in SQUIRE, but one must also keep a wary eye on the tax liability. It is possible to make sound investments in SQUIRE and still lose money, due to the tax burden (sounds a little like real life, doesn't it?). One should be particularly aware of the tax advantages of cattle feeding and oil and gas exploration before playing the game (See pages 54-57 of the documentation). The tax information alone is eye-opening enough to make playing the simulation worthwhile.

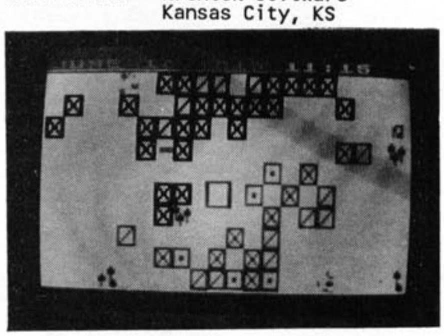
SQUIRE is an excellent simulation within a series of excellent simulations. As a game, it is slower moving than TYCOON and MILLIONAIRE, but faster paced than BARON. It still suffers from the solitaire nature of the game, but is (like its progenitors) as much a learning experience as a game. Those who have enjoyed the other titles in this series will enjoy SQUIRE.

Johnny Wilson

Circle Reader Service #42

NAPOLEON AT WATERLOO

NAME:	Napoleon at Waterloo
TYPE:	Wargame
SYSTEM:	Atari (32K)
#PLAYERS:	One
PRICE:	$34.95
AUTHOR:	Steve Krentek
PUBLISHER:	Krentek Software Kansas City, KS



The endless rain poured down as Napoleon paced nervously in front of his command tent. Before him lay the 64,000 well entrenched men of Wellington's Allied Army. On his right, and still several hours away, the leading elements of the Prussian Army continued their advance. Napoleon knew that if he did not attack soon the Prussian and Allied forces would be able to join and the grand dreams for France would all be smashed. Slowly the sky began to clear and at 11:30AM, five and a half hours after he had planned, Napoleon began the attack that opened the Battle of Waterloo.

After loading Napoleon at Waterloo, (NAW) my Atari screen displayed the Allied forces in red and French forces in blue and I took the role of Napoleon against a computer controlled Wellington. In the upper right corner was a game clock which showed 11:15 A M. At my disposal were 70,000 French troops including Infantry, Cavalry, and Artillery. The computer had about 6,000 fewer soldiers but its forces were entrenched along a ridge line centered at the town of La Haye Sainte, where 350 of the Kings German troops were strongly dug in. Napoleon's plan had called for heavy bombardment of the British center, then cavalry charges to expose the enemy positions, and finally a direct attack by the Imperial Guard. I decided to try the same plan. After pressing the space bar to start the game clock, I used my joystick to position the cursor over the forward gun battery and ordered it to open fire on La Haye Sainte.

Using the same procedure, I began to order my corps to their necessary positions for an attack against the town and the supporting units around it. As the minutes ticked off the game clock, my artillery opened fire and the corps began to move. There was no movement of any kind from Wellington's positions. When I felt that everyone was in place, I ordered the first attack on La Haye Sainte. I watched in amazement as 4,100 troops failed to close with 350 King's Germans and then began an uncontrolled retreat, their only objective being someplace away from the enemy. The rest of the afternoon went much the same way. Eventually, a charge by the Imperial Cavalry broke the

Continued on pg. 45

GAMES/NEVER SEE (cont.)

Another command, the LOAD FILE command, captured the true essence of excellent user friendly software design. The command is supposed to load a file designated by the user. In my DOS, however, the player/victim who is unfortunate enough to enter a LOAD FILE command is first asked to name the file to be loaded. So far everything is normal. Upon providing this information, however, the player is then asked, "ARE YOU SURE? (Y/N)". This is somewhat abnormal for a command of this type, but most people have seen it before, so the player/victim types "Y" and continues. The program then asks, "THE ENTIRE FILE? (Y/N)". This is definitely nonstandard. But the player/victim is a patient person; he mumbles something to himself and presses "Y". He is of course asked, "ARE YOU SURE? (Y/N)". If he has the patience to type "Y", he is at last rewarded with the question, "WHAT FILE WAS THAT AGAIN?".

My creative urge was not to be stifled by the fainthearted protestations of those less enlightened than I. When the hit movie "E.T." was released, I along with millions of others dabbed away my tears when little E.T. died and cheered when he recovered. And as I left the theater, warm of heart and wet of eye, I knew that I had to design a great game around this noble tale. After weeks of creative agony, I had my design.

The game starts with a simple landscape and a blue sky. In the remote distance, a tiny brown dot is moving toward the viewer. As it approaches, it grows larger until the player can recognize it--why, it's little E.T.! He is speaking to the player! "Home!" he says longingly, "E.T. phone home!" As he nears the player, he stretches his little arms out in supplication. Just then the player hits the trigger button on his joystick. Two powerful turbolaser bolts from the bottom of the screen converge on E.T., blasting him into little bits that float downward.

At this point, the player hears a cry from the side of the screen. "E.T.! What has happened to you, E.T.?" A little boy emerges from the side of the screen and runs toward the center. It's little Elliot! As he reaches the center of the screen, the player again hits the trigger, reuniting Elliot with E.T. The player is awarded points for picking off Elliot's baseball cap as it floats down.

When my E.T. game failed to win the critical acclaim it so richly deserved, I turned my attention to another game. This game, called "AIRSPACE DEFENDER", is best described through the advertising blurb I prepared:

> "This is THE action-packed game of aerial combat! It puts YOU in the cockpit of a high-performance SU-15 fighter, locked in a duel to the death with a deadly unarmed Boeing 747 loaded with hundreds of ferocious passengers!"

My agent assures me that he can sell millions in a certain foreign country...

CRUSADE/EUROPE (cont.)

men and tanks as the basis for a unit's strength, and modifies that raw value by its training and combat experience. Both the computer's actions as commander and each individual unit's performance are affected by the quality of the army's leadership, so I had to study the abilities of each of the commanders and rate his inclination to attack or defend, his orientation towards combat versus territorial objectives, and his ability to attack, defend, and maneuver. All the usual features of wargames -- terrain maps, orders of battle, initial deployments, and orders of appearance -- required detailed research, and special events and anomalous situations, like airdrops and the invention of Rhino tanks, required special rules. The Rhino tanks, for example, were tanks with steel prongs welded to the front that could plow through the Norman hedgerows. To reflect their effect, the value of hedgerows as defensive terrain decreases in late July, when they appeared in large numbers.

A second type of research focused on the broader outlines of the campaign. To me, the most important thing in designing the simulation was not to stuff in a mass of detail for its own sake, but to recreate the operational situations that confronted the historical commanders. I wanted each variant of each scenario, even those involving "what if" situations, to play within historically justifiable parameters, and thereby convey an understanding of the opportunities and constraints the actual participants faced, or would have faced. To do so, I had to get a feel for the pace of events and an understanding of their causes. For instance, in the first versions of the Normandy scenario the Allies were generally able to break out by early July, almost a month earlier than they did in reality. It took much playtesting and repeated modifications to recreate the conditions that underlay the historical pattern of events. Every game does not play just like history, of course, but the player does face the same sorts of decisions as the historical commanders.

A game should be fun as well as informative, so I devoted considerable effort in development to adjusting the victory conditions to create tense and balanced situations. I also created scenarios with widely varying lengths, so that players can learn the system with short scenarios that have relatively few units, entertain themselves for an hour or three at a time with the intermediate scenarios, and extend their play over days or weeks with the twelve-plus hour campaign scenario.

The manual is long, but most of its information is not necessary in order to play and enjoy the game. The rules are divided into a short section ("How to Play") and a longer section ("How to Play Well"), and much of the documentation is historical commentary, a bibliography, and information about the scenarios. A laminated center insert with a color map and a few simple tables is included for quick reference.

Creating Crusade in Europe was an exciting and satisfying process for both Sid and me. I hope that wargamers will feel the same about playing it.

Circle Reader Service #44

and would seldom get a chance to work all the way up to "risk danger". Likewise, someone with high bravery would by default "risk danger" and would have to miss a lot of rolls to sink down to "run away".

Another possible effect of the PA level would be to influence the margin. For example, if the NPC has a low bravery level and has moved up the mood track to "confront", then the "left margin" could shrink and the "right margin" could grow. This would decrease the likelihood of him continuing to move up and increase the chance of him moving back down to his normal state. Other such adjustments could be made to suit your own models.

INTERACTING WITH YOU

So far, everything we've talked about has dealt with the NPC reacting to events in the game. One of our goals, though, was to add a social element to the game by having the NPC interact with you. What are some of the ways in which this could happen?

Well, the first level is by creating the events to which the NPC reacts. If you're heavily armed and have a couple of friends with you, and the NPC has a low bravery level, then he might decide to run away. On the other hand, if you're by yourself and *he* has friends, then he might decide to attack--and you might consider running away.

A more personal (and subtle) way is through some sort of conversation. In SunDog, we set up what we called "push-button dialogue", where you had a set of responses for each given situation. For example, when you are confronted by robbers, you can agree to give them your money, or you can refuse. If you refuse, you then have the option of explaining why by (1) claiming you have no cash, (2) threatening them, (3) fast talking your way out.

A similar, but more complex method could be used. Your options would be the same as the options on the mood tracks. You might select the bravery track, then offer "apologize" as your action. You might, in fact, pick options from several tracks. The NPC would then adjust all his mood tracks as a result of your action(s), and the current situation would be re-evaluated.

Likewise, you might put forth ideas or arguments that appeal to the NPC's attributes. If he's greedy, offer him money; if he's chivalrous, tell him that someone needs to be helped. Those offers, tested against the NPC's attributes, would determine just what his actions will be.

I've really only given the barest essentials on adding personality to your game. It's up to you to make it all work for your particular game. I'd like to end with an excerpt from a film we all know; think about how this conversation might have been modelled by a system like the one we've gone over:

L: "We've got to help her."
H: "No, look, don't get any funny ideas. The old man wants us to wait right here... I'm not going anywhere..."
L: "But they're going to kill her!"
H: "Better her than me. . ."
L: "She's rich."
H: "Rich?"
L: "Yes. Rich, powerful! Listen, if you were to rescue her, the reward would be..."
H: "What?"
L: "Well, more wealth than you can imagine."
H: "I don't know. I can imagine quite a bit."
L: "You'll get it!"
H: "I'd better!"
L: "You will. . ."
H: "All right, kid. But you'd better be right about this!"

[Excerpt from The Art of Star Wars, pp. 84-85, Ballantine Books, 1979.]

As an exercise, you might assign PA levels for both the characters above, set up the mood tracks, and try to imagine just what kinds of rolls and tests lead both characters into rushing into a detention cell to rescue a captured princess.

I hope that you've enjoyed this excursion into social behavior in games. More importantly, I hope that you've come away with some good ideas as to how to implement these ideas in your own games. Maybe your design will be the one to turn the "cold dead hand of an algorithm" into a human face staring from the other side of the screen.

When Bruce Webster is not busy writing Silicon Cerebrum he is an editor with Byte Magazine and designs computer games such as his popular Sundog.

the tactical screen for individual Brigade movement. The tactical screen also shows the current hex number the cursor is in, the total casualties, and the current score. The score starts at two thousand, with anything above that being a Confederate victory and below that being a Union victory. Points are accumulated by killing the enemy or controlling specially marked victory hexes. When all orders are finished, the computer will switch to the "Both Sides" strategic screen and show you the movement and combat as it occurs. You may review the resolution as many times as you want. If you have set the visibility option "On" then only those Brigades which the enemy can see will appear on the resolution, otherwise, all units will be seen. There are two night turns which represent six hours each. At night you may build fortifications or receive enhanced benefit from resting. After 13 turns the game ends and the final score is shown.

STRATEGY

The Player's manual contains some very good hints on strategy and tactics. The South must devise an overall attack strategy while the North may simply form a defensive line and then react to Southern thrusts. This means the computer plays the North very well but seems to lack the killer instinct when it is the South. Since I'm a blood and guts kind of General, I prefer to take the South and use a strategy which calls for moving directly West and cutting off the main Northern force from the reinforcements arriving on the South edge of the map during the first four turns. My objectives for the first day are two fold;, first, to control the area around Viniard's Field, and second, to have some fresh reserves to throw into the battle during the night turns allowing my exhausted Brigades some rest. On the second day I renew the attack with the objective of breaking up the Northern Brigades and defeating them in detail. This strategy relies heavily on being able to surround enemy Brigades without getting surrounded myself. It's amazing how few casualties I receive and how many I may inflict when attacking a surrounded opponent. Surrounding is almost a pre-requisite when attacking Union forces stacked with Mounted Infantry. MI's are armed with the Sharps 7 shot carbines and are quite capable of stacking up many grey uniformed bodies. Although this strategy does not take me very far North, it does rack up an impressive body count which translates to a high Southern score.

SUMMARY

To me, any computer wargame is composed of two parts. The first part is the physical implementation of the game design and the second part is how well the design models the battle. Very few games can do both well. BOC is one that can. A lot of effort has gone into making this game playable, including the interchangeable use of joystick or keyboard, and the optional use of fatigue, morale, visibility, and communications, making the game enjoyable by novice and expert alike. The turn resolution is very quick but still gives a nice "feel" for what happened. Overall, I feel that GDW has a good first entry to the world of computer gaming.

Circle Reader Service #46

Characters are given a name and then a random set of characteristics. To improve they must gain experience on the mat and workout in the dojo. Personalized instructors and strategic combat sequences are just a few of the program's many highlights.

OLYMPICS

Microsoft Decathlon; Microsoft; Apple. Despite the age of this program, it still has to rank in the top 10 of all sports games for its creativity and competitive fire. Almost every event requires the mastering of a different hand-eye coordination. However, I sometimes worry about my keyboard holding up during the sprints.

Summer Games; Epyx; Apple, C-64. An absolutely beautiful program graphically, with a nice competitive feel to it. You can pick the country your athlete will represent and then go into action. The skeet shooting is a bit of a downer, but the diving sequence alone is worth the price of the program. A second set of events is coming out and I hope it can be run in sequence with the original.

TENNIS

On-Court Tennis; Gamestar; C-64. Tennis has been much maligned in video games since the first pong game. This outing is so unlike anything on the market that it sparkles in its solitude. The computer takes care of the positioning of the player and all you need to do is pick the shot. That makes OCT a real strategy test with arcade overtones. There are different player characteristics from which to choose.

Tournament Tennis; Imagic; C-64. Position of the player controls what type of shot is attempted this time around. The position of the ball in relation to the racket controls the direction of the shot. There are several skill levels and the ball boy racing out to get errant shots is a nice feature. Now if I could only get the same service for my real games.

HOCKEY

Slap Shot; Artworx; C-64. Nobody has yet made a statistical game on the sport, but this arcade version does capture the chilling excitement of the sport. Its one flaw is that there is no computer opponent. Otherwise, the graphics are clean and fluid, a must for any attempt to recreate this fast-moving action.

RUNNING

Lead Pack Marathon; Lead Pack Software; Apple. A marathon running game sounds like a colossal bore. But this program isn't bad at all. It's easy to play. All that's needed is to pick a runner, set your target time for the first mile and off you go. The graphics are colorful, if not terribly informative. The program keeps track of your stamina. Play against computer-controlled runners or a whole pack of human foes.

THE CREATION OF A NEW BREED



The GCP Network: More Communications, More Graphics, <u>LESS</u> Hassle!

The GCP City:
The entry to worlds of adventure and challenge.



The Game Floor:
Choose <u>your</u> favorite and match wits with others.



Lords of Space:
Explore and conquer your way to galactic supremacy.



FEATURES: Joystick-driven; <u>no commands to learn!</u> Private mail, bulletin boards, program library, file transfers, automatic logons, User Group support, local phone call access from most cities, no network surcharge. **SYSTEM REQUIREMENTS:** 48K Atari, 1 disk drive, modem.

For more information contact:

GCP GAMES COMPUTERS PLAY, INC.

112 East Market Street, York, PA 17401 / 717-848-2660

Circle Reader Service #54



Do You Know Us?

If you're into board wargaming, you probably do. For 10 years we've been number one in historical accuracy and innovative design. Our games have won every award from the Charles Roberts to the Games 100. We know history and game design better than anyone else in the business.

But Do We Know Computers?

You bet we do. Take a look at *Chickamauga*: it uses the Atari's capabilities to their fullest, from player-missile graphics to joystick. Of course, it's written entirely in machine language.

Chickamauga: The Battle

In September of 1863, the Confederate Army of Tennessee, secretly reinforced from Virginia by Longstreet's Corps, reversed its retreat to attack the pursuing Union army near Chickamauga Creek. The battle that followed was one of the hardest fought and most evenly matched of the Civil War.

Chickamauga: The Game

You command a Union or Confederate army of 50,000 men: brigades of infantry or cavalry with attached artillery. The computer keeps track of each man and gun, along with changing unit morale, fatigue, and communication status. You can give your army orders (8 different types) with surprising ease, with keyboard or joystick. Orders include march and cautious moves, fire, melee, rest, fortify, etc. Both sides' movement and combat are shown simultaneously on a strategic display.



A section of the battle map. The player is ready to move Law's Brigade of Hood's Division, Longstreet's Corps (the white X).

- ★Unprecedented research and historical detail.
- ★Amazing ease of play.
- ★Tactical and strategic maps.
- ★Computer plays either side at three skill levels.
- ★Save game and play by mail options.
- ★Simultaneous hidden movement—limited intelligence.
- ★Alternate scenario starts on the battle's 2nd day.

$35 disk for Atari computers with at least 48K and one disk drive. If there is no store in your area, you can order direct from GDW. Add $1 per game for handling.

GDW Game Designers' Workshop
P.O. Box 1646
Bloomington, Illinois 61702-1646

Circle Reader Service #55

SCORPIA (cont.)

you make your way across the board. If you capture them, they will have to give you clues. If they capture you, you will have to answer a question or give them something to get back some items they take from you. Since you've gotten this far, you should have no problems in this area.

However, there are a few traps along the way, and it could take more than one try to get through all the way to the portal leading to the Cave Master. Just map carefully and keep at it, restoring when necessary to save time. I'll tell you a little secret: no matter which of the three doors you start from, you'll eventually end up in the same place, the pasture.

Now, the pasture is one of the tricky parts. I suggest that you don't rush into doing anything right away. In fact, hang out for awhile, and let yourself get captured. The answer to the question in this case is absurdly easy, and you'll get something important back.

You may have noticed that there is no apparent exit from the pasture. However, everything you need to get out is right there. This includes the items in the saddlebag. And the loquacious toad should have given you a pretty broad hint on what needs to be done. As before, don't leave anything lying around.

When you get out of the pasture, you will arrive at just about the last obstacle, the trench of zombies. Very unpleasant creatures. The solution to this is also unpleasant; the toad will explain it to you.

Beyond the trench lies the hatch to the room that contains the portal to the Cave Master. Talk to the Red King; you have one more riddle (or is it a poem?) to complete. The answer to this one can also be found in the book that came with the game. You should examine the portal carefully; you'll see attached to it the disc that has been so important in the game. However, you can't just take it; you have to speak the name of the player (Number 14) to obtain it. Once you have the disc, you can proceed beyond the portal, where, at long last, you will get the Wheel of Wisdom, the object of your quest! Just make sure you do what the Cave Master tells you, and quickly, too!

Whew! Looks like you saved the world, after all! All this running around inside other people's minds can really be confusing, so before I forget, here is the player's name: BDG CJYBZN.

If you have an adventure game question (or two), you can reach me in the following ways:

On the Source: SMAIL to ST1030.

On CompuServe: GO GAM-310.

By US Mail (remember to enclose a self-addressed, stamped envelope if you live in the United States):

Scorpia
P.O. Box 338
Gracie Station
New York, NY 10028

And that just about wraps up this issue's Tale; see you next time, and Happy Adventuring!

Penguin Software
830 4th Avenue
PO Box 311
Geneva, IL 60134
312-232-1984

SWORD OF KADASH: A fantasy action adventure with real-time animation. This is a role-playing game with a mission to retrieve the enchanted Sword of Kadash. 200 rooms and passages to explore, different difficulty levels to choose from. The player increases in strength with each successful encounter. Apple. C-64. $34.95. Circle Reader Service #48

Sierra On-Line
Sierra On-Line Bldg.
Coarsegold, CA 93614
209-683-6858

KING'S QUEST II - ROMANCING THE THRONE: The second in a line of animated adventure games by Sierra. The series centers on the life of Sir Graham and his treks across the Kingdom of Daventry. The interactive story is presented in full color, animated, three-dimensional graphics and scored with multipart music and sound effects. King's Quest attempts to merge the best aspects of text adventures with the graphics of arcade games. The animated graphics are quite simply the best we have ever seen on a home computer. IBM PC and JR.

Circle Reader Service #49

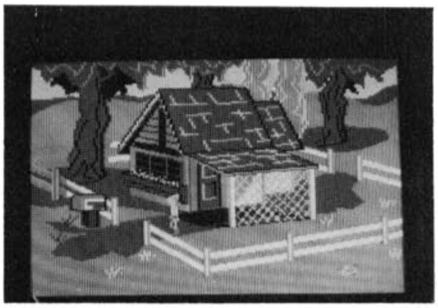
Strategic Simulations Inc
883 Stierlin Road, Bldg A-200
Mountain View, CA 94043
800-227-1617

OPERATION MARKET GARDEN: Yet another fine Gary Grigsby design. Similar play mechanics to War in Russia and Breakthrough Ardennes. Very realistic action as the British armored 30th Corps desperately attempts to reach the beleaguered Airborne units holding the way open to the Rhine. Supply lines are critical and engineers are essential to the progress of the 30th. The historical aspects are faithfully reproduced. Apple. Atari. C-64.

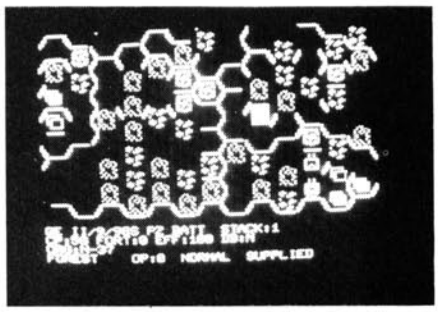
MicroProse Software
120 Lakefront Drive
Hunt Valley, MD 21030
301-667-1151

KENNEDY APPROACH: This game is one of the first simulations to include a realistic speech generator. The Air Traffic Controller hears his instructions and the pilot's response as radio messages are exchanged between ground control and jet planes (including the Concorde) and private planes. A player begins as a trainee ATC at one of five real-life airports. Play is real-time. Variables include bad weather, mountains, aircraft distance separation, restricted zones and fuel. Not as detailed as Flight Simulator but still a very good simulation of a demanding job. Atari, C-64.

Circle Reader Service #50



KING'S QUEST II



MARKET GARDEN



KENNEDY APPROACH

Circle Reader Service #51

NAPOLEON (cont.)

defenders at La Haye Sainte, but by then the Prussians had begun to arrive and it was much to late to salvage the situation. The actual game had taken a little over an hour to play.

NAW is a real-time game played without benefit of phases, turns, or expenditure of operation points. You simply use the joystick to position the cursor over the unit you wish to move, press the fire button and move the cursor to where you would like the unit to be. Releasing the fire button records the move order and slowly the unit moves. Infantry requires 8 minutes to cross an open area, 15 minutes to move through woods, and 11 minutes to move through a farm or village. Light Cavalry, Heavy Cavalry, and Artillery are measured the same way with more or less time required to cross a given area. You may give as few or as many orders as you wish and, as time passes, they will be carried out. Since only one unit at a time may occupy any given space, if you order a unit to pass through another unit, the unit will stop and attempt to move around the blocking unit. If you move an infantry unit so that it stops adjacent to an enemy unit then musket combat will result. Musket fire will continue (it takes about a minute to reload) until one of the units either retreats or is ordered to close for hand-to-hand combat. You may examine the units as the battle occurs and watch the progress by counting the reduction in numbers of soldiers. As the battle continues, one unit or the other may become disorganized and eventually routed. A disorganized unit loses half its combat value while a routed unit will not fight at all and simply seeks the quickest exit from the battle area. The program considers a number of factors when determining combat losses, including allowing stationary units to fire first, the number and type of troops, and the morale of the combat troops involved. Corps with poor morale are close to becoming disorganized and will not have much fight in them. Movement and combat continues until the game clock reads 9:00PM. You may then press the "Option" button to get a score. The score is based on the number of casualties. A score of 100,000 is a French victory. The best I have yet to see is 78,000.

The mechanics are easy to master and the game responds quickly to the joystick. Each of the French corps have the names of their commanders and I often find myself trying to re-play historical situations. The computer opponent simulates Wellington's strategy in that it will fall back when attacked, except in the center, and will almost never attack you. The British left will collapse toward the center while the right seems to fall back. This means you can separate the right flank. The playing area is small and the game somewhat short, but we are talking about recreating the Battle of Waterloo not Napoleon's campaigns. The game has no difficulty options and you must play Napoleon against a computer controlled Wellington.

This game has a lot going for it.

Mark Bausman

Circle Reader Service #52

READER INPUT DEVICE

There were 387 RIDs turned in by press time for this issue.

All games in this issue's RID rating are newly rated. The breakdown by machine was: Apple--45%; Atari--41%; C-64--18%; IBM--8%; Other--3%. Note that total percentage is over 100% since many respondents had more than one type of computer.

The Game Ratings below list games rated by our readers. for a game to be included in this listing it must first have been offered for rating in our regular R.I.D. rating system. Games offered for evaluation are those covered in the magazine, those having a good sales record during the time of evaluation, or those which were previously rated and we think need updating. Once offered for evaluation, the game must have been evaluated by a sufficient number of readers to be included in the results. Any game not evaluated by at least 10% of the respondents was not included in the results.

Games were rated on a scale of 1 (terrible) to 9 (outstanding). Respondents were asked to consider such things as PRESENTATION (graphics, sound, packaging, documentation); GAME DESIGN (design, playability, interesting?); LIFE (does the game wear well?)

RID #20 (use card at page 40)

On this page a number of games are listed for evaluation. Use the guidelines above for game evaluation (i.e. PRESENTATION, DESIGN, LIFE). for each game you rate place a 1 through 9 next to the appropriate number. Leave blank any game which you have not played enough to have formed an opinion.

PLEASE MAIL RID #20 CARD BEFORE JULY 12, 1985.

GAMES

1. Kampfgruppe (SSI)
2. Operation Market Garden (SSI)
3. Gato (Spectrum Holobyte)
4. Crusade in Europe (MicroProse)
5. Phantasie (SSI)
6. Mail Order Monsters (EA)
7. Kennedy Approach (MicroProse)
8. Racing Destruction Set (EA)
9. Chickamauga (GDW)
10. Gemstone Warrior (SSI)
11. Black Belt (Earthware)
12. Suspect (Infocom)
13. Incunabula (AH)
14. Ancient Art of War (Broderbund)
15. Realm of Impossibility (EA)
16. Computer Quarterback (SSI)
17. Final Four (Lance Haffner)
18. Road to Moscow (SGP)
19. Napoleon at Waterloo (Krentek)
20. Solo Flight (MicroProse)
21. APBA Mjr Lg Plrs BB (Random Hs)
22. Micro League BB (Micro League)
23. Pro Manager (AH)
24. Zork series (Infocom)
25. Computer BB (SSI)
26. Sword of Kadash (Penguin Software)
27. King's Quest II (Sierra On-Line)
28. Where is Carmen SanD? (Broderbund)
29. Ballblazer (Epyx)
30. Rescue on Fractalus (Epyx)
31. Mindwheel (Synapse/Broderbund)
32. Berserker Raids (Berserker Works)
33. Timeship (Five Star)
34. Zenji (Activision)
35. Squire (Blue Chip)

ARTICLES

Please rate the following articles based on the quality of the article (not the quality of the game reviewed).

36. Silicon Cerebrum
37. Chickamauga Review
38. Scorpion's Tale
39. Taking a Peek
40. Letters to the Editor
41. Sports by Rick Teverbaugh
42. Games You'll Never See
43. Baseball Games Survey
44. Crusade/Eur. Design Notes
45. Cover (artwork)

MISCELLANEOUS

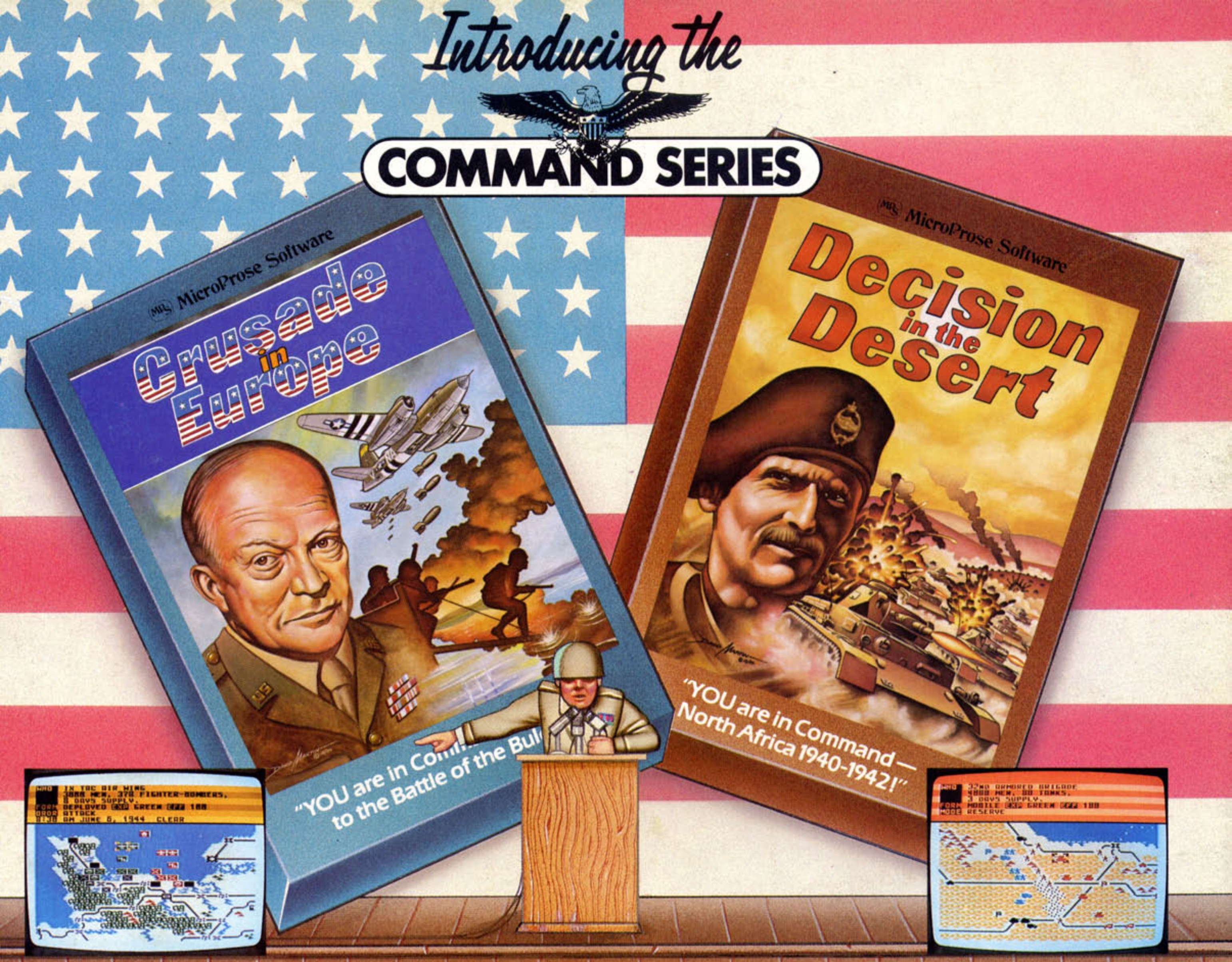
46. What computer do you own?
    1 = Apple;
    2 = Atari;
    3 = Commodore 64;
    4 = IBM pc/jr;
    5 = Macintosh;
    6 = Other (please specify)

A,B,C may be used for letters to the editor. If you write a letter to the editor, please include your name and address. Although we cannot respond personally to each of your letters, they are valuable tools for us in evaluating what you, the readers, want.

Game Ratings

7.689	War In Russia	SSI
7.685	Ultima III	Origin
7.681	Fighter Command	SSI
7.59	M.U.L.E.	Electronic Arts
7.55	Legacy of Llygamyn	Sir-tech
7.50	Wizardry	Sir-tech
7.48	Questron	SSI
7.46	Carriers at War	SSG
7.32	Carrier Force	SSI
7.31	Sorcerer	Infocom
7.29	Sundog	FTL
7.29	Clear for Action	Avalon Hill
7.27	Field of Fire	SSI
7.23	Breakthru Ardennes	SSI
7.19	Guadalcanal Campaign	SSI
7.17	Computer Ambush	SSI
7.12	Computer Baseball	SSI
7.10	Planetfall	Infocom
7.07	Flight Simulator II	SubLogic
7.07	Universe	Omnitrend
7.04	One on•One	Electronic Arts
7.04	Lode Runner	Broderbund
7.03	F-15 Strike Eagle	MicroProse
7.02	Knight of Diamonds	Sir-tech
7.00	Reach For the Stars	SSG
6.92	Hitchhiker's Guide Galaxy	Infocom
6.91	Seven Cities of Gold	Electronic Arts
6.84	Archon	Electronic Arts
6.83	Fifth Eskadra	Simulations Canada
6.82	Rails West	SSI
6.81	Combat Leader	SSI
6.79	North Atlantic '86	SSI
6.79	Deadline	Infocom
6.76	Mig Alley Ace	MicroProse
6.75	Bomb Alley	SSI
6.70	Cosmic Balance	SSI
6.68	Archon II	Electronic Arts
6.66	Gulf Strike	Avalon Hill
6.64	Ultima II	Sierra On-Line
6.60	Geopolitique	SSI
6.60	Suspended	Infocom
6.59	Battle for Normandy	SSI
6.57	Grey Seas, Grey Skies	Simulations Canada
6.56	Eastern Front	Atari
6.52	Cartels and Cutthroats	SSI
6.46	Broadsides	SSI
6.43	Robotwar	Muse
6.32	Infidel	Infocom
6.22	Knights of the Desert	SSI
6.20	Blue Max	Synapse
6.16	Southern Command	SSI
6.14	Fortress	SSI
6.12	Germany 1985	SSI
6.08	NATO Commander	MicroProse
6.00	Murder on Zinderneuf	Electronic Arts
5.99	Operation Whirlwind	Broderbund
5.98	Olympic Decathlon	Microsoft
5.84	Legionnaire	Avalon Hill
5.44	Pursuit of Graf Spee	SSI


For APPLE® and COMMODORE 64™
When sorcery ruled, and trolls and minotaurs still walked this Earth, a party of six intrepid adventurers set out to find the Nine Rings and use them to destroy the Dark Lord. This is your quest. This is your...
PHANTASIE™
A MULTIPLE-CHARACTER ROLE-PLAYING ODYSSEY
Look for this new, exciting game at your local computer/software or game store today!
If there are no convenient stores near you, VISA & Mastercard holders can order direct by calling 800-227-1617, ext. 335 (toll free). In California, call 800-772-3545, ext. 335.
To order by mail, send your check to: STRATEGIC SIMULATIONS, INC., 883 Stierlin Road, Bldg. A-200, Mountain View, CA 94043. Please add $2.00 for shipping and handling (California residents, add 7% sales tax). All our games carry a "14-day satisfaction or your money back" guarantee.
WRITE FOR A FREE COLOR CATALOG OF ALL OUR GAMES.
PHANTASIE is $39.95.
On 48K diskette for Apple® II with Applesoft ROM, II+, IIe and IIc. Also on diskette for Commodore 64™.
Apple and Commodore 64 are trademarks of Apple Computer, Inc. and Commodore Electronics, Ltd., respectively.
© 1985 by Strategic Simulations, Inc. All rights reserved.
SSI™
STRATEGIC SIMULATIONS, INC.
An attack by killer bees in the colorful countryside.
The wave of deadly monsters continues as dwarfish Kobolds threaten your party.
One of your comrades is injured by Ghouls during a search of the dungeons.
STARVILLE (11)
1 HEELE GNOME PRIEST OKAY
2 SWAT MINOTAU THIEF OKAY
3 MAGNIFICO HUMAN MONK OKAY
4 DELD DWARF WIZARD OKAY
5 HAMILTON DWARF PRIEST OKAY
6 FRED ELF WIZARD OKAY
-- ADVENTURERS GUILD --
PARTY MEMBERS: S)PELLS T)RAINING D)ROP FROM PARTY
GUILD MEMBERS: L)IST P)URGE N)EW MEMBER R)ENAME A)DD TO PARTY
E)XIT GUILD
COMMAND:
A sample composition of your party showing race, class and status.



THE "NEXT GENERATION" OF STRATEGY SIMULATIONS.
THIS TIME YOU ARE IN COMMAND!

Are you a Great Strategist like Eisenhower, Patton, or Montgomery?? Or could YOU have done better?? Now you can find out by stepping into the thrill and excitement of some of history's greatest events!! "Crusade in Europe" and "Decision in the Desert", from MicroProse, take you there — from D-Day, to the "Battle of the Bulge", to El Alamein. All the "Command Series" products provide challenge and excitement in historically accurate and easy to play strategic simulations. And, Best of All, you'll be in the thick of the action in minutes even if you have never played a strategic simulation before!!

"Command Series" simulations require both careful strategic thinking and fast responses to rapidly changing battlefield conditions. These simulations occur in accelerated real time, with action taking place continuously— just like real battles!! No slow plodding action here!! These outstanding simulations feature colorful animated graphics, great sound effects, and a new, quick and easy-to-use command system to enter commands using a joystick or the keyboard. "Command Series" simulations allow solo play from either side's perspective or exciting direct competition between two opposing Generals. The computer handles all the rules, provides play balancing, and even the ability to change sides in the middle of the game! Other features include multiple scenarios from a single screen mission to an in-depth campaign using a ten-screen scrolling map, strategic maps, game save, and a unique "flashback" function.

"Crusade in Europe: D-Day to the Battle of the Bulge" and "Decision in the Desert: North Africa 1940-1942" establish a new standard of quality and playability in strategic simulation design. At a suggested retail price of $39.95, they are an extraordinary value as well!

SEE YOUR LOCAL RETAILER for "Crusade in Europe" and "Decision in the Desert". Available for Commodore-64, Apple, Atari, and IBM computers. For more information on all MicroProse products call or write.

Experience the reality of these other great simulations from MicroProse:



As close to the Real Thrill of Flying as You Can Handle!!



Challenging and Exciting Air Combat from the Modern Electronic Cockpit!!



Exciting Speech and Graphic Air Traffic Control Action!!

MicroProse Software
The Action is Simulated — the Excitement is REAL!!

120 Lakefront Drive
Hunt Valley, MD 21030
301-667-1151